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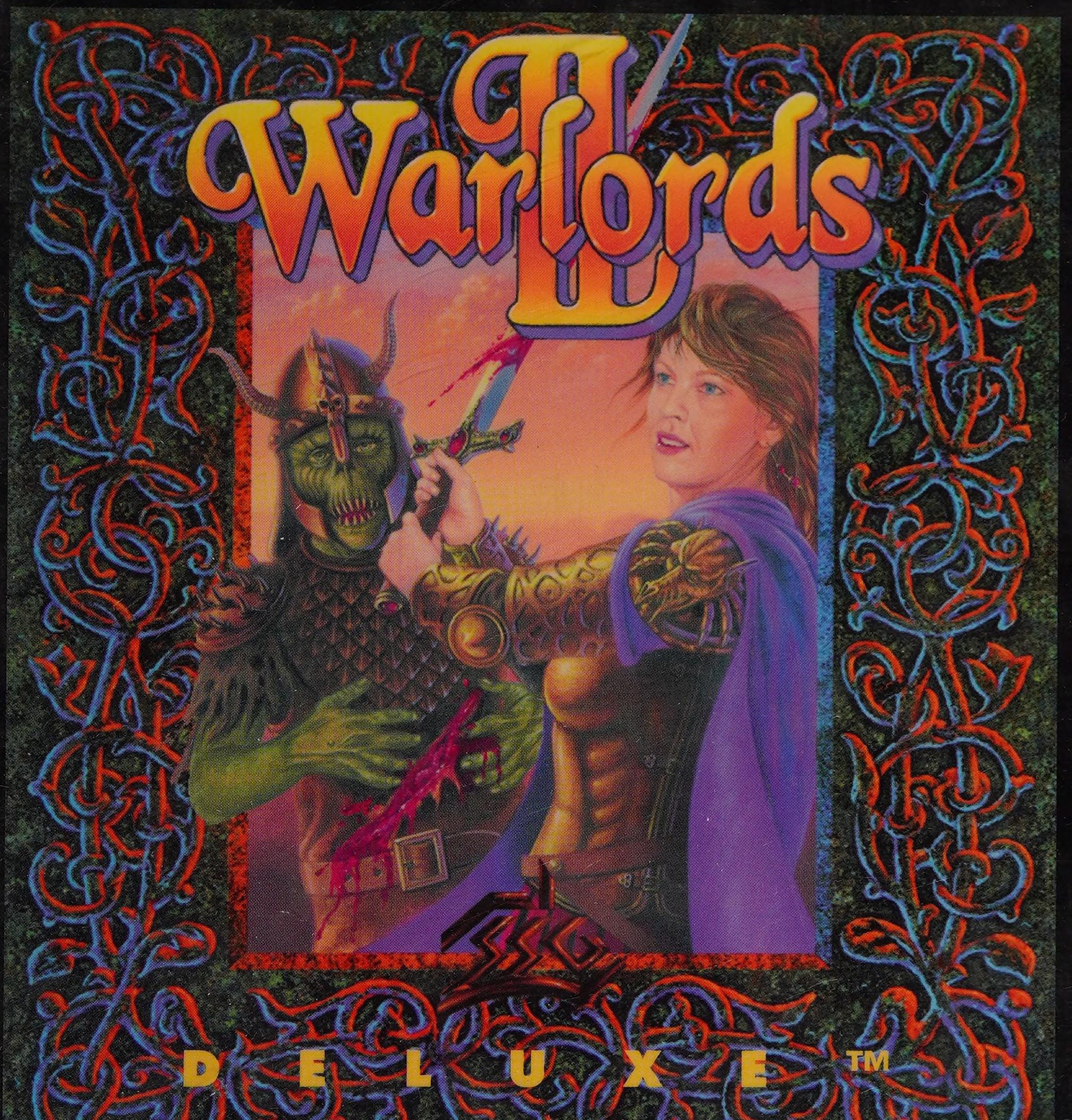

Warlords II DELUXE™

THE OFFICIAL STRATEGY GUIDE

ED DILLE

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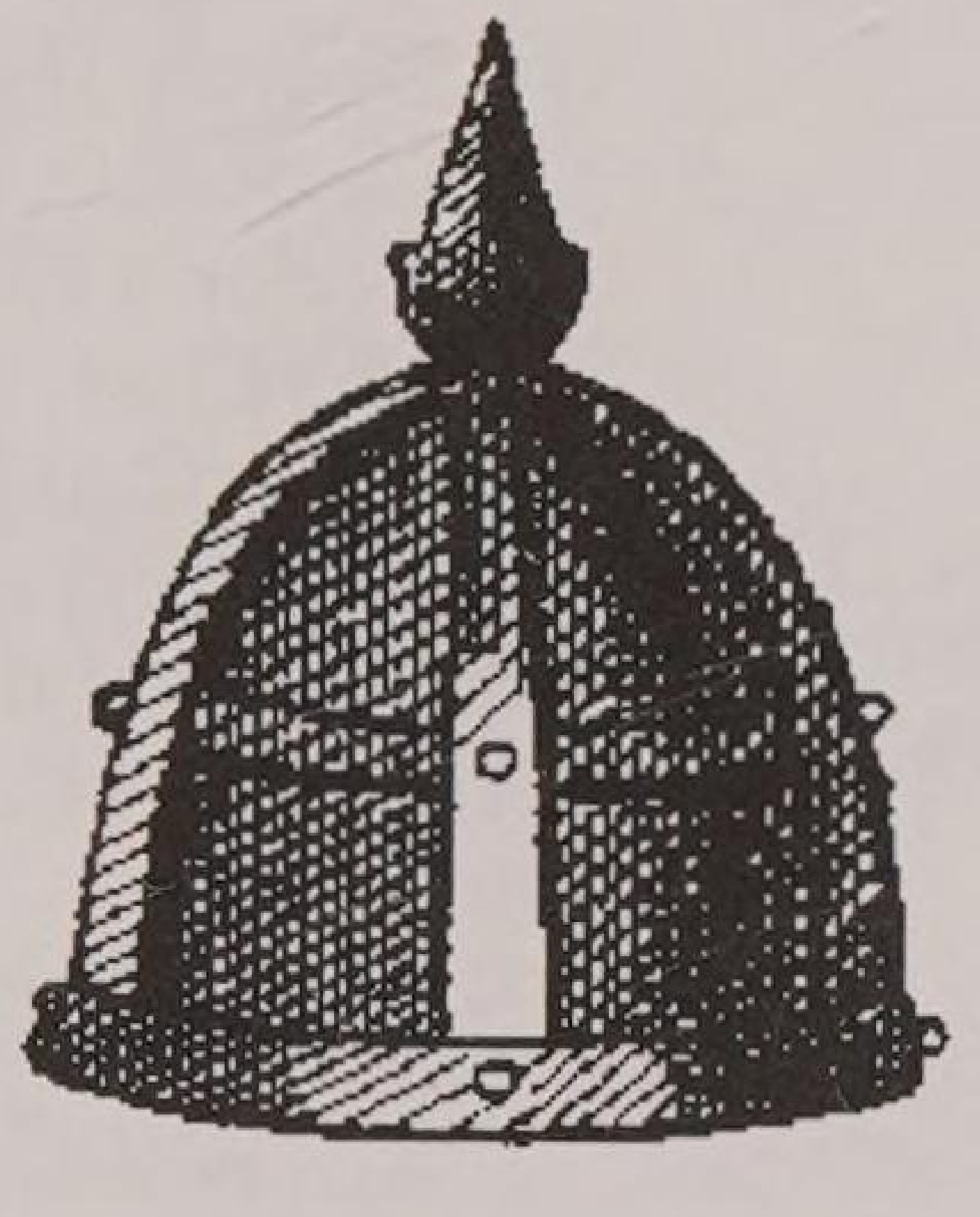

Warlords II Deluxe

The Official Strategy Guide

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To my sister Shawn, who has waited patiently for this moment.

Acknowledgments

First and foremost, I must acknowledge the continued pride and professionalism exhibited by the crew at SSG including John Gleason here in the U.S., Roger Keating, Ian Trout and especially Gregor Whiley for this book. I have had the pleasure of working with these gentlemen indirectly for many years as a reviewer and admirer of their product line. Double thanks to Gregor for his willingness to show us "behind the scenes" in the AI module, as well as for many of the hints and tips you will find herein.

I must also thank Kip Ward of Prima and Marian Hartsough of Marian Hartsough Associates. Without their assistance, this book would have never appeared as quickly as it has.

Internal to my company, Fog Studios, Inc., I must acknowledge the tireless efforts of a number of key professionals in helping to assemble winning strategies for all 60 scenarios. These stalwart performers are John Withers, Tom Basham, Andy Swann, and Eric "Tony" Morman. Thank you gentlemen, one and all.

Finally, I must thank you, gentle reader, for if you chose not to pursue this hobby, all of our efforts would be for naught. I hope you find this tome both enlightening and enjoyable. Any feedback you might care to provide on the contents herein is welcomed at 72662,3003 on Compuserve, or Eddille on America On Line.

Enjoy!

Ed Dille
Wolf Creek
July 12, 1995

Designer's Notes

The Warlords series of games has captured the imagination of huge numbers of gamers. As each game has come out, we have been inundated with feedback, almost always highly congratulatory. But with the praise has always come suggestions for improvements to the game.

SSG has always believed in supporting its games and its users, and the Warlords series has undergone continual improvement. The *Warlords II* that was released with the Scenario Builder (itself the result of overwhelming demand), is a far cry from the original *Warlords I* game.

After the Scenario Builder, the most requested item was for network/modem play. As we said at the time, to put network play into *Warlords II* would require rewriting the entire game, and that's just what we have done in creating *Warlords II Deluxe*.

The network/modem play adds an entirely new dimension to *Warlords II*. Human players bring new levels of treachery and ruthlessness to what was already a cut-throat game. We also added support for Play By E-mail games. Now there's no excuse for not getting together with your best friends, and reducing them all to ignominious extinction. (Just remember, it's only a game).

The rewrite allowed us to change to SVGA graphics, support new sound cards, include an Undo function, and add a host of other refinements.

The Scenario Builder gained new painting and copy functions, which make it a lot easier to use. We also decided to use .PCX graphics for the game, so that pictures can now be edited in almost any paint program.

As well as including the Scenario Builder in the new package, we have rounded up a large number of user created scenarios, and included them in the package. Using the Scenario Builder, it's very easy to run up a scenario. To create an entire world, with atmosphere, armies, treasures and artifacts of its own takes a lot more work. We have been very impressed with the creativity that scenario designers have shown.

The user-created scenarios have also benefited from the complete graphics overhaul that we have done for *Deluxe*. Army and city sets have been much improved, and we have included several new terrain sets, including some underground and dungeon sets.

One consistent theme from the feedback was from female Warlords players, who were very pleased that we included the options for Heroines in the game. Some were inclined to quibble with the perceived wimpiness of the female hero picture. I'm very happy to report that we have rectified that implied sight. The new female hero obviously means business.

We were also able to expand the army sets, so that each Heroine now has her own army icon as well. We were very pleasantly surprised by the number of responses we got from women, who are sadly under-represented in gaming, and especially strategy gaming.

The size of the complete *Deluxe* package meant that it could only be delivered on CD-ROM. We have tried to make installation as painless and as flexible as possible. We've also written a substantial librarian program, which allows users to easily manipulate their collections of scenarios, and the various army, city, and terrain sets.

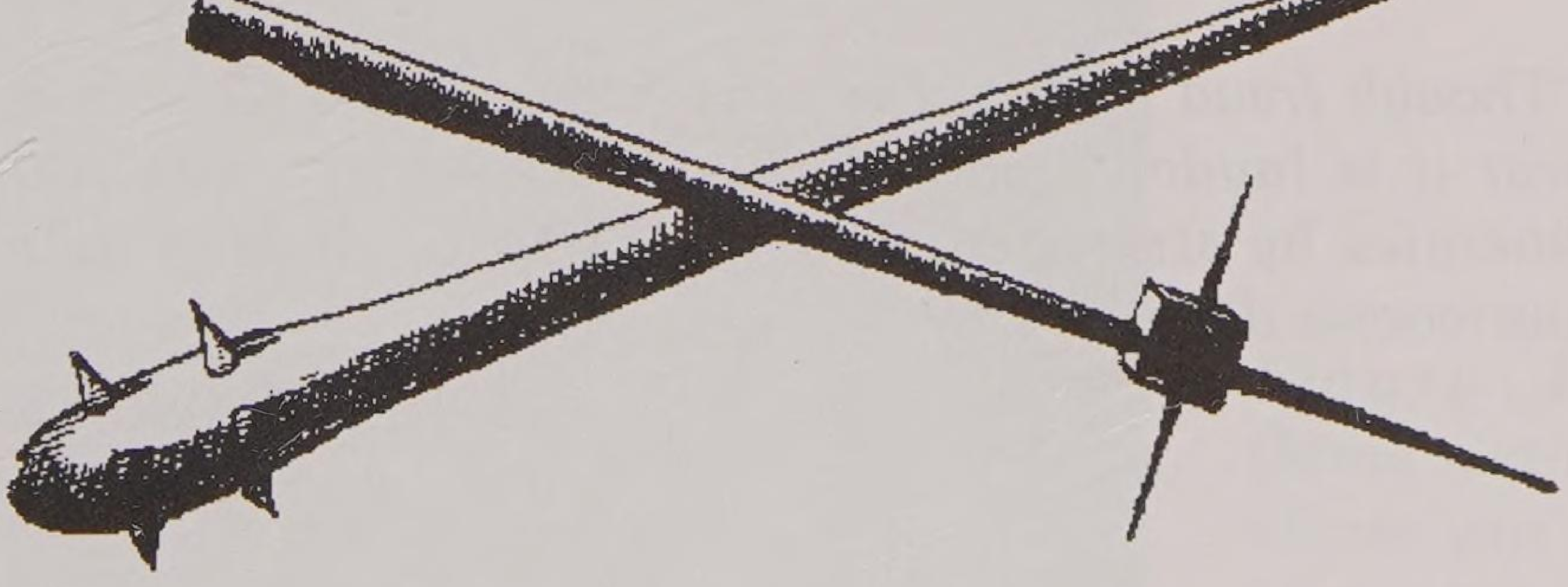
As well as being makers of *Warlords II*, we at SSG are also players in our own rights. In making *Deluxe*, we made sure that the elements that we thought needed attention were improved. We know that despite the unimaginable number of Warlords games that SSG has played, the game still excites our attention and interest.

We're already slugging it out in some heavy duty network and PBEM battles, and we trust that you will also enjoy and continue to appreciate this most addictive of games.

Gregor Whiley
July 3, 1995

Part I

Understanding the Model



"In the survival of favored individuals and races, during the constantly recurring Struggle for Existence, we see a powerful and ever-acting form of Selection."

—Charles Darwin

"Though fraud in all other actions be odious, yet in matters of war it is laudable and glorious, and he who overcomes his enemies by stratagem is as much to be praised as he who overcomes them by force."

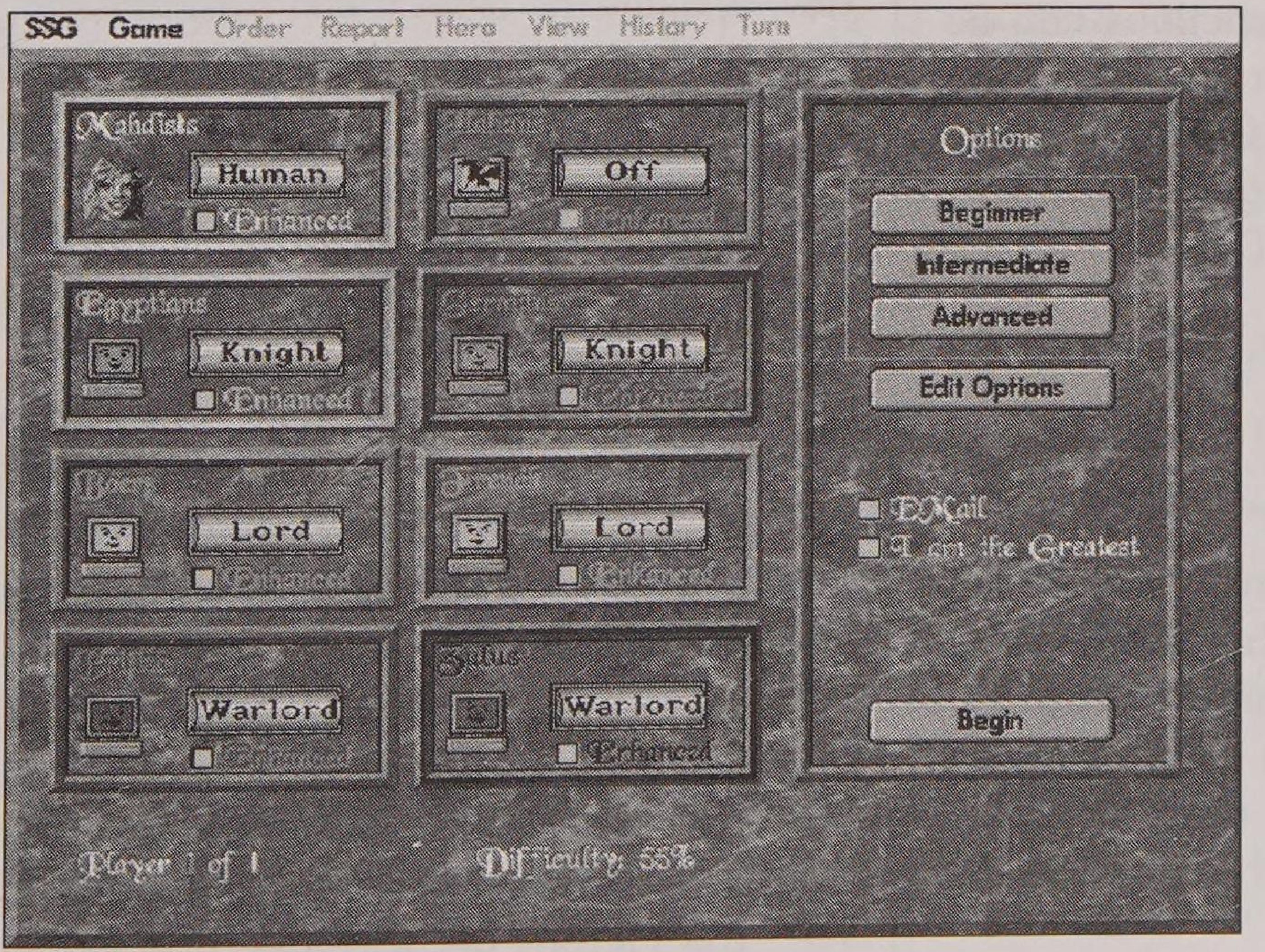
—Niccolo Machiavelli

Were these two great minds alive today, it is likely they would appreciate how well *Warlords II Deluxe* illustrates their points. In this latest offering from Australia's Strategic Studies Group, none but the fittest may survive, and inferior positions are only winnable with great strategic acumen.

Regardless of the period depicted in a given scenario, *Warlords II Deluxe* returns us to the moral state of the Dark Ages, where kingdoms were built on the backs of the peasantry and they survived only through expansionism. Players who wish to survive in this environment must shed all civilized inhibitions and take to heart Dille's first axiom of combat: the greatest happiness is to scatter thine enemies and drive them before you, to raze their cities, poison their crops, and slaughter the innocent . . . all vicariously, of course.

Warlords II Deluxe is an eight-player game of conquest. As in *Empire* and other games of this ilk, diplomacy is only a tool to allow one to choose the time and place of the ensuing war. There is no victory short of total victory. However, as Hitler and many other would-be world conquerors learned, it is best not to support too many fronts at once. Less than eight players may be used, though doing so detracts from the complexity of the model. Any combination of the total players may be human controlled.

Computer players have three selectable skill settings: Knight, Lord and Warlord. None of the computer opponents are patsies. Instead, the chief difference between them is the degree of aggressiveness they display toward expansionism. Knights are the most



Mahdists: Human ☐ Enhanced

Off ☐ Enhanced

Egyptians: Knight ☐ Enhanced

Knight ☐ Enhanced

Boers: Lord ☐ Enhanced

Lord ☐ Enhanced

Warlord ☐ Enhanced

Zulus: Warlord ☐ Enhanced

☐ EMail

☐ I am the Greatest

Player 1 of 1

Difficulty: 55%

Figure 1-1. *The Game Setup Screen allows you to specify how each side in a given scenario is controlled.*

conservative, preferring to consolidate their holdings with strong defenses before venturing forth to new territory. Lords are a little more opportunistic, willing to take a risk now and then to capitalize on an opponent's weakness. Warlords are naturally the fiercest opponents, attempting to drive you before them with well balanced stacks of units, while jealously guarding those assets already won with the blood of their brothers.

Internal examination of the program reveals that the Artificial Intelligence (AI) routines for each skill level are identical, but Knights and Lords are handicapped by special logic constraints. They are forced into more passive play by restrictions on the offensive options open to them, as well as the number and types of units they may build. By opting for this approach, in lieu of designing three separate AI routines, SSG was able to devote more energy to making the *Warlord* opponents as cunning and ruthless as possible.

Understanding how AI functions can be very enlightening. Here, for the first time anywhere (courtesy of SSG's Gregor Whiley), is the straight and true gauge on the underpinnings of *Warlords II Deluxe*.

THE AI REVEALED!

The AI behind computer games is often the subject of much comment. What follows is an outline of the AI behind a sample computer turn, and some comments on why things are done the way they are. The order in which the material is presented is the same as the sequential logic used in play.

1. PEACE

The computer makes sure it is at peace with itself in order to preclude any unusual results from occurring!

2. INITIALIZE

All the current turn flags are cleared and the database is ready for action. The computer records attacks on cities, Heroes, stacks etc. and whether these attacks are successful or not, but basically each turn starts again from scratch. The computer always looks at the current situation and does not have the finesse of a human player. However, if the Diplomacy option is on, then computer players make careful notes of all attacks on them, and use that information in their decision making.

3. INIT HIDDEN

If a hidden map is being used, the computer now updates the cities it can currently see.

4. DIPLOMACY

Before deciding to move any units, diplomacy is done. It is obviously useful to know whether war has been declared before making any moves. Unlike in the old version, the computer player will now declare "hostility" on any human player who places bats or other armies over unexplored ruins to "reserve" them.

5. HERO ORDERS (in city)

This is one of the most important parts of the AI—the Heroes get to move first if there is any Hero option open to them. Heroes will explore ruins, get and complete quests, pick up items and rearrange their positions to get into "attack cities." The computer player is a bit vulnerable during this phase in that it will often move its Hero around without a large escort. Then again, a computer player will never forgive anyone taking out one of its Heroes. Note that only Heroes in cities are dealt with in this phase, Heroes out of cities are "Exploring."

6. SEARCH MOVEMENT
(for searchers in the open)

The computer now moves all its current "search armies." Ruins, temples and opportunistic targets are evaluated and acted upon. This means that if a searching army sees an undefended or very weakly defended city, it will probably attack, even if this means breaking a peace to do so.

This is often the cause of the "treachery upon . . ." messages, announcing outbreaks of war. The moral of this story is not to leave cities undefended, especially early in hidden map games, where searching armies could appear without warning.

7. HERO EXPLORE ORDERS
(for Heroes outside the city)

Exploring Hero stacks are now dealt with. If they are on their way to a ruin, it may have been explored or another ruin may have appeared or an enemy city may have appeared close by and vulnerable. All these possibilities must be assessed before the move continues.

8. MOVE ASSAULT DIVISIONS

The computer cycles through each of its active (max four) assault divisions carrying out attacks and moves any stacks that may be on the way, redirecting them if need be. A division is formed by a single attack city with a number of target cities allocated to it. An attack division may comprise several stacks. The division's importance determines how many, and which, cities are vectored into it.

9. MOVE ALL ARMIES (first time)

Any armies that have general move orders are moved at this time. To move in this phase an army would have received its orders in the last turn.

10. RESCUE ARMIES

It is possible that the computer could not decide what to do with a stack it was moving around. In that case, it zeros its orders knowing that the rescue routines will pick them up and redirect them or disband them (if it is not worth bringing them back).

11. EVALUATE

The computer calculates the status of all cities. These are:

NULL	not mine
NEW	just acquired
SEARCH	used for searching the map
NEUTRAL	use city to go capture neutral cities
GARRISON	make garrison troops

ACTIVE	active for allocation
VECTOR	being used to supply a XX with armies
FORM	XX HQ
LEAVE	no production, no ability
FLYER	flying army maker
BAT	build a bat or equivalent for a Hero, searching or questing
REBUILD	rebuild production in this city as it is weak

12. CLEAN UP CITIES

The computer goes through each city, and re-sorts the armies in it. It then builds attack stacks and allocates garrisons. It also disbands troops which are no longer required.

13. NEUTRAL CITIES

In the local environment neutral cities are captured. This usually doesn't require an assault division. Once this has been completed the city will hand itself over for re-allocation.

14. MOVE ALL ARMIES (second go)

During the order phase more armies may have been asked to move. The routines go through every stack and move those with new orders.

15. QUICK ATTACKS

Assault divisions require time to set up the attack city and the vectored support. However there are many occasions when a city has a good attack stack setup and there is an enemy city nearby that can easily be defeated. The quick attack routines take advantage of this situation.

16. UPDATE HIDDEN FLAGS

This routine makes sure that newly uncovered cities are flagged as "seen."

17. SETUP ASSAULT DIVISIONS

This is where the computer gets serious. It chooses an enemy, chooses an attack city and a group of target cities and starts out on its assault as soon as the stack is ready. Only one assault division is established per turn, to a maximum of four divisions. Non-Warlord players cannot have as many assault divisions, which limits their attacking potential.

18. REBUILD THOSE CITIES

Weak cities may need to be rebuilt so some decent armies can be used. This will only be done if the money is there, and will not be done if the computer player is saving the money it needs for a Hero.

19. LAST RESCUE

A last chance to pick up any stray armies and do something with them. If nothing can be worked out, then the armies will be disbanded, to the occasional consternation of anyone watching.

20. DO PRODUCTION

All cities that have produced an army this turn, or are not producing, get to decide what to build.

21. DO VECTORING

Vectoring is cleared from every city every turn. It is then reallocated, depending on the priority of the attack divisions. This is perhaps the only area where the computer has an advantage over humans, in that it tirelessly reallocates its resources every turn.

Armed with this knowledge of "the enemy," let us now examine some of the methods you can use to exploit it.

TAKING THE BATTLE TO THE ENEMY

Every good commander invests some time preparing for the battles to come. In the sections that follow, you will be shown some of the necessary steps to achieve military success. The intent here is to be as general as possible. To see how these steps are employed in specific strategic situations, refer to "Part II: Mastering the Scenarios" for a complete breakdown.

Preparing for War!

The first thing to do when starting a scenario is to closely examine the Army Bonus screen. The *Warlords II Deluxe* rulebook gives some ideas on combat, using the Erythea Army Set. However, there are now so many Warlords II Scenarios that it is important to derive some general principles, which are applicable to any Army Set.

Fight Order

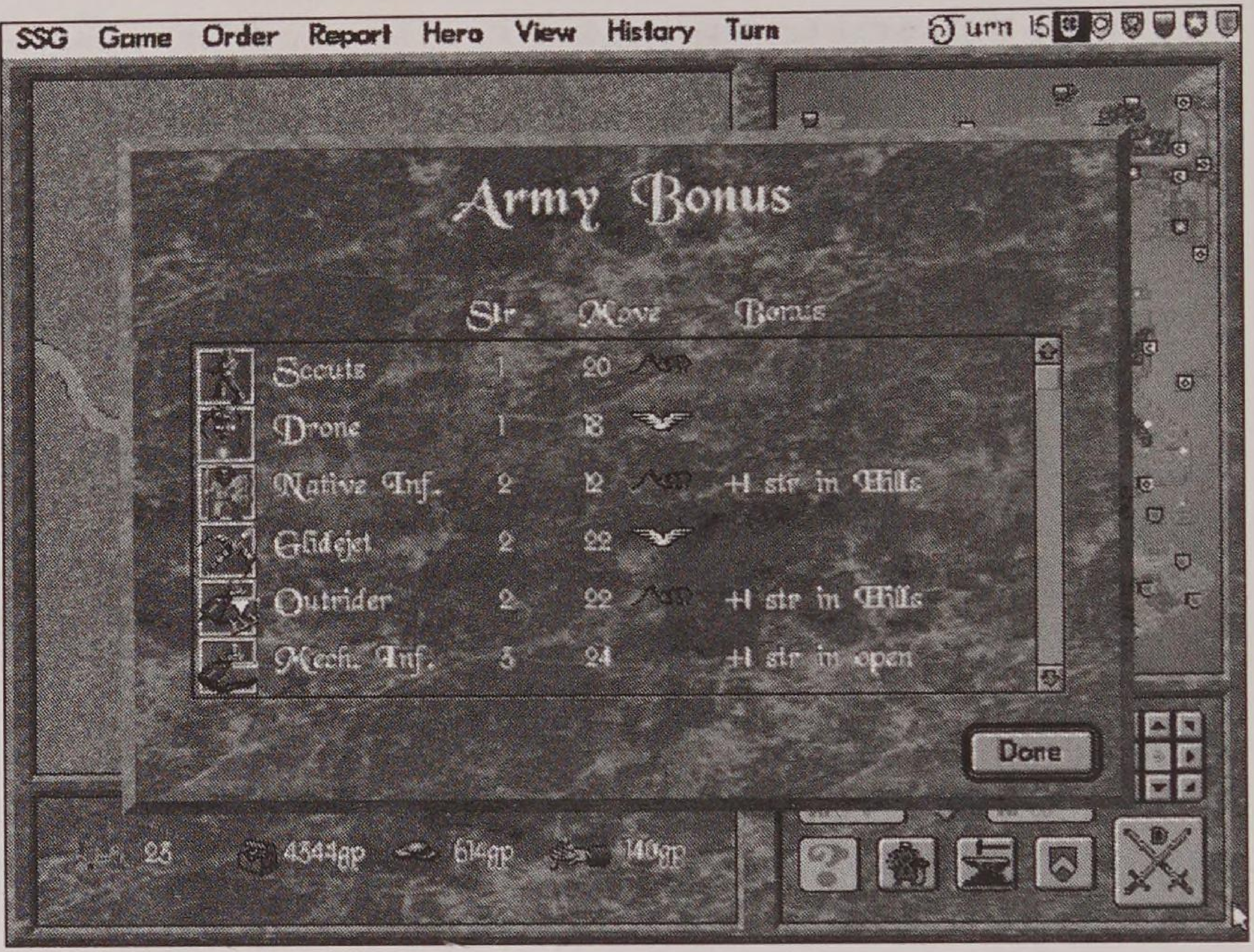
After checking the Army Bonus screen for an army set, you should have a look at the fight order. It probably won't be exactly as you would wish it.

Usually, you wish to arrange your armies in roughly increasing strengths, like the computer AI opponent's default settings. However, within each strength level some armies are more expendable than others. You might wish to ensure that armies with flying or Woods/Hills bonuses are placed toward the back of each group. Armies with city bonuses might be placed toward the front, where they can get stuck into the fighting.

If you're playing against human players, and they're not allowed to view stacks, you might consider placing some innocuous army well up the fight order. It will then be displayed as the top army on the screen. It probably won't make much difference, but it may inhibit, and will almost certainly annoy, your opponents.

Crossbow Fodder

At the start of the game, you need armies that can be put together in only one turn. These armies serve as instant garrisons for the new cities that you take. Most scenarios have a range of one turn/two strength men. Apart from a City bonus, the most useful attribute for these armies is extra movement points or a Woods/Hills bonus. If an army of this type does not exist in a newly conquered city,



Army Bonus

	Str	Move	Bonus
Scouts	1	20	
Drone	1	18	
Native Inf.	2	12	+1 str in Hills
Glidejet	2	22	
Outrider	2	22	+1 str in Hills
Mech. Inf.	3	24	+1 str in open

25 4344gp 614gp 140gp

Figure 1-2. *Make a habit of examining the Army Bonus screen at the beginning of each scenario.*

strongly consider creating one, as they are usually cheap to purchase for production.

Real Fighters

As the game goes on, you will need stronger armies. These will obviously take longer to make. To be worthy of consideration, any two turn armies should be at least twice as strong as the standard one turn/two strength men. Since most combat takes place in cities, the most important bonus is the City bonus. Another point worth considering is that it may be useful to create a stack of flying armies to accompany your Hero.

Tough Guys

Some cities are just tough to crack, or you may have a particularly brutal Hero to take down. When you look at armies that take three or four turns to create, you're entitled to expect some value from scenario creators. Look for City bonuses or flight, and at a minimum, a decent movement rate. By the time you are creating these armies on a regular basis, your Heroes will have progressed a few levels, and have quite high movement point ratings. You don't want them slowed down.

City Busters

Scenario designers often include a catapult or siege engine unit, which cancels City bonuses. These are extremely useful. If a defending city produces one or two armies, then all defenders get a +1 bonus. If it produces three or four armies, then all defenders get a +2 bonus. So a siege unit is effectively worth +1 or +2 to your side, when it cancels those defending bonuses.

Allies

Depending on the scenario options, you may or may not be able to make Allies. If you're given a choice, there are some bonuses that are definitely worth having. Anything with a +2 bonus is obviously worth having, but allies that cancel Hero or non-Hero bonuses are also very worthwhile. Also extremely useful are any Allies which give a -1 to enemy stacks, as explained below.

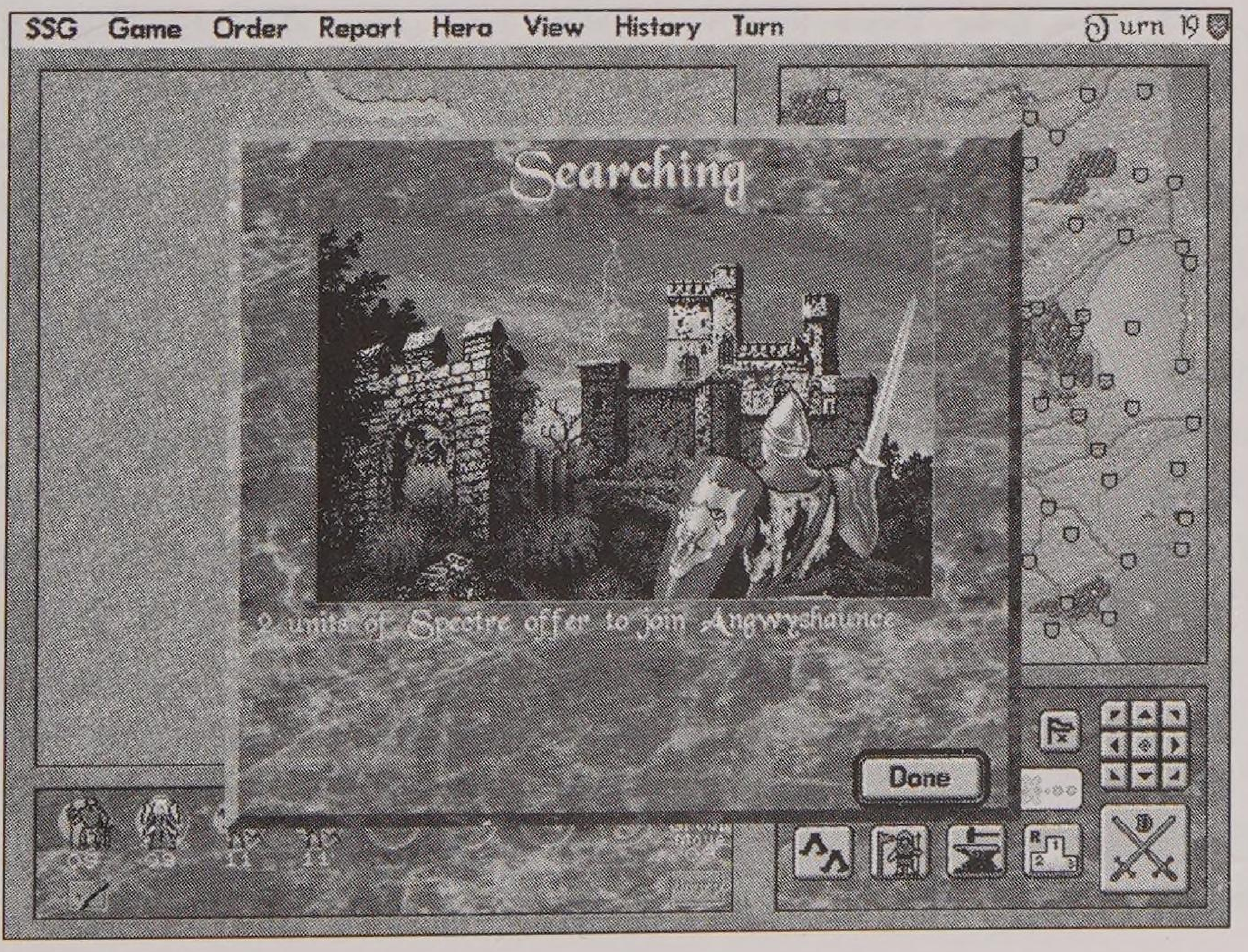
Attack, Attack, Attack

This has been said before, but it remains true. The best way to win in Warlords II is to take the offensive and stay on attack for as long as possible. If you take two cities to your enemies one, then you will win the game. If you keep your assets at home, trying to defend your own turf, you will eventually be out-produced, and your men will die a valiant but futile death, as they fail to hold back the attacking hordes.

The way to attack is to gather as many troops as possible behind your best attacking stack, and take as many enemy cities as possible in the shortest possible time. The extra troops are both reinforcements for the inevitable casualties in your attacking stack, and garrisons for the cities that fall during your irresistible attack.

It is much more efficient to maintain one single, well supplied offensive, than several resource-starved efforts which achieve little before they run out of steam.

As your empire expands you might be



2 units of Spectre offer to join Angwyshaunce

Figure 1-3. *Powerful Allies are often found in ruins!*

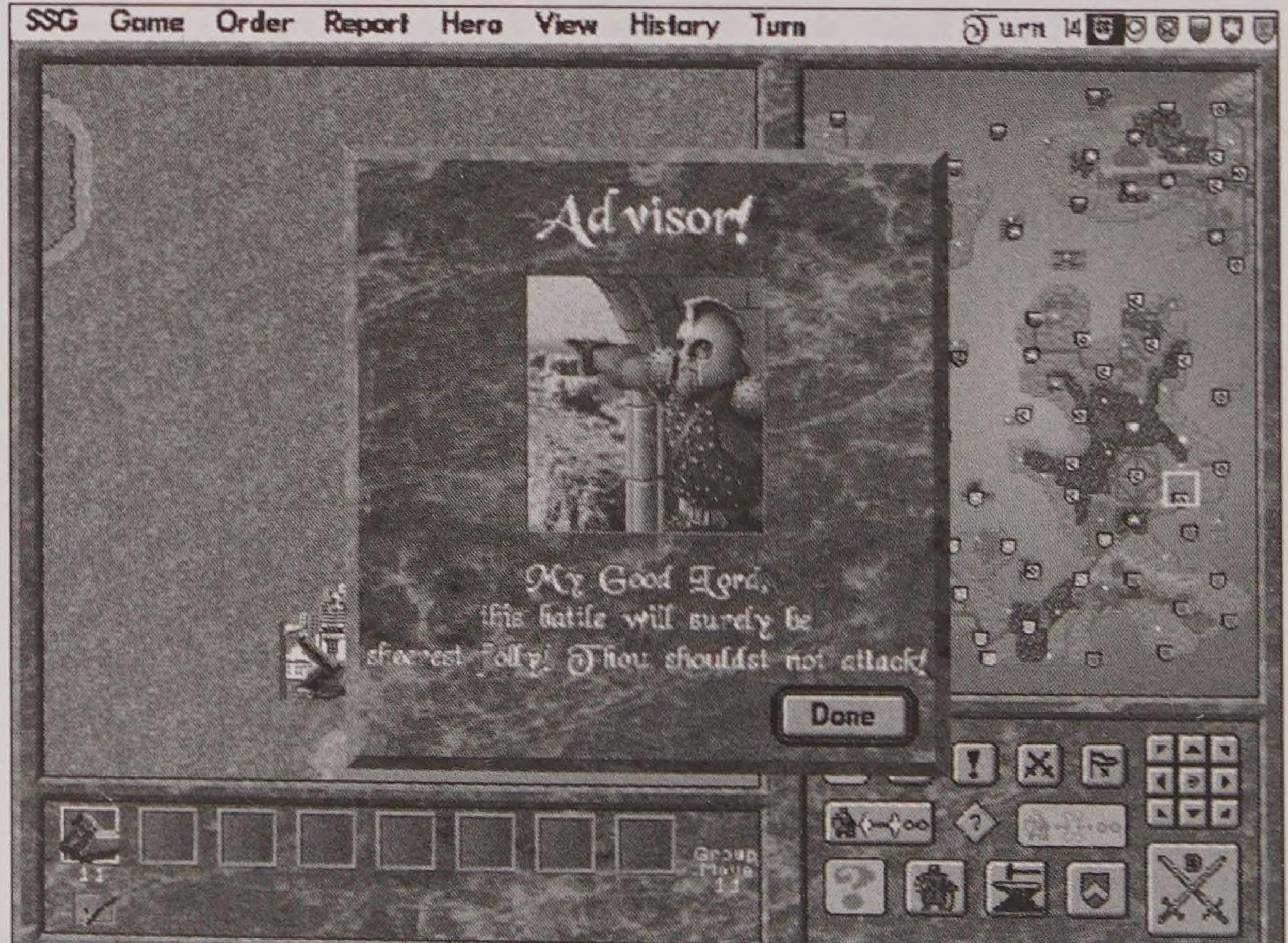
able to maintain more than one grand offensive. However, as you get extra Heroes, don't make the mistake of thinking that each Hero must be given an offensive task.

The Military Advisor

When positioned next to an enemy, a sword icon appears to prompt the attack. By holding down the shift key, this icon changes to a question mark. Clicking on the mouse then brings up the Military Advisor screen. The advisor is important for several reasons. First, his advice is usually accurate unless you have enabled the "intense combat" option. Intense combat can even out the disparity between inferior and superior forces and allow the former to win on occasion. Also, the advisor is important because of the manner in which unit stacks are presented.

The most powerful unit in a computer-controlled stack is always displayed as the map icon. A staff which accompanies the unit changes to reflect the number of units in the stack, but provides no indication of what those additional units are. The banner on the staff becomes larger and longer as units are added (eight is the max per stack), and a second smaller banner appears below the first when the number of units exceeds four. What is important to understand from this is that looks can be deceiving. A fierce Demon unit with a double banner might be accompanied by other powerful units, such as Griffins, Giant Spiders and Minotaurs, or it may be the only strong unit in the stack, carried along by several units of Scouts and an Orcish Mob or two. The only way to tell the difference is to use the Military Advisor function.

The same logic applies when approaching cities. Each city is divided into four quadrants, which makes it capable of holding up to 32



Advisor!

My Good Lord,
this battle will surely be
sheerest folly! Thou shouldst not attack!

Figure 1-4. *Use your Military Advisor to avoid being duped by alterations of the Fight Order by wily human opponents. Also, to gather a feel for the relative composition of computer-controlled stacks.*

units. It doesn't matter which wall is attacked, all of the units in the city must be dealt with to capture it (and you can only attack with a max of eight units at a time). The presence of certain units in the city, some of which may not appear visually, can negate bonuses in the attacking stack and vice versa. Because of this, always use the Military Advisor when planning attacks.

The types of comments you will obtain from him range from "this battle should be as easy as butchering sleeping cattle" to "an attack here would be utter suicide." Between these two extremes are several other recommendations that reflect an even match or slight advantages of either side. Use your judgment based on those comments as to how hard the attack should be pressed.

Building Your Offensive Stacks

It's really nice when you look at a stack and it has lots of bonuses, but there are limits. Most importantly, no army can get more than a +5 bonus from Heroes or Allies. Techniques which avoid this limitation are therefore very useful.

Firstly, a unit which takes strength away from an enemy stack is just as good as one which adds to yours, and it isn't included in the +5 limitation. Therefore a +5 stack with a -1 to enemy type unit is effectively +6. That same stack with a siege unit is either an effective +7 or +8, depending on the enemy city.

Secondly, powerful allies which cancel either enemy Hero or non-Hero bonuses can also decrease the strength of enemy units, and therefore increase the power of yours. For a truly devastating combination, include both types in a stack.

Bonuses which add to individual unit strengths also avoid the +5 limitation. Thus individual units with a +2 city bonus in a +5 stack are effectively +7. Although those bonuses don't apply to others in the stack, they are still worth having.

For a comprehensive listing of unit, item and other bonuses, see the appendices at the back of the book.

The Importance of Being Blessed

Blessing adds permanently to the strength of the armies, and so doesn't fall within the scope of the +5 limit. Blessing should be done whenever possible. Note that an individual army's basic strength can't be greater than 9, which means also that its modified strength can't be greater than 14.

Tricks of the Trade

Often you roll up to a city that is defended by a single strong army, say strength 5. Your stack is the typical mixed stack with a Hero, some tough guys, some medium guys and some crossbow fodder.

In situations like this, consider leaving the crossbow fodder out of the attack. If you leave it in, it will almost certainly die. If you leave it out, the result will be much the same, but now you have some undamaged crossbow fodder ready to pop into the newly taken city as a garrison.

When the Walls Come Tumbling Down

When a city is conquered, you may either occupy, pillage, sack or raze it. Occupation

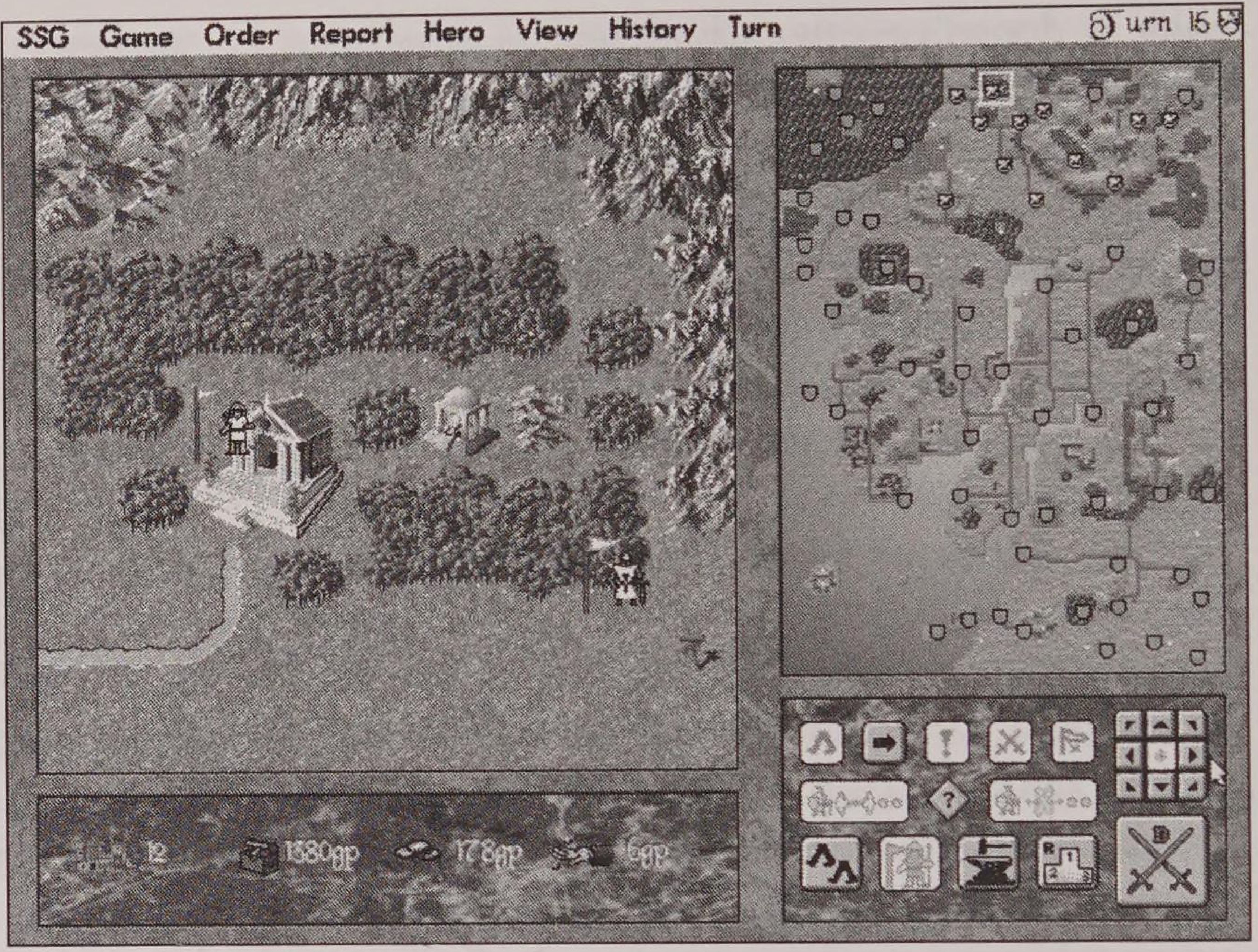


Figure 1-5. *Whenever a Temple is in proximity to one of your cities, all units produced there and any others that must transit the area should take the time to receive a blessing.*

treats it like all your other cities and retains whatever unit types were already being built therein. Pillaging eliminates the ability to build the most powerful unit in that city in return for an immediate cash benefit. Sacking destroys all production except the least powerful unit type, but yields the most cash to continue the campaign. As such, sacking is usually not a good choice if you are planning to keep the city (unless it is necessary for a quest, as explained later, or you are simply cash poor).

Razing is the adoption of General William T. Sherman's scorched earth policy. In essence, the city is burnt to the ground and cannot be rebuilt. You derive no money from razing a city, but there is a way to get around that and still deny the city to the enemy. If your intention is to raze the city anyway, don't do so when it is first captured. Instead, sack it for all it is worth and move on. Prior to ending the turn, however, return to that city with your mouse pointer and then raze it. This is an effective tactic when you are raiding behind enemy lines and cannot defend the cities from being captured on the next turn anyway. Keep moving and leave ashes in your wake. This fills your war chest and denies the enemy resources.

Exposed Map Games

In an exposed map game, you have three basic imperatives. To conquer new castles, to explore ruins and to hold on to what you've got.

The first two requirements are about equally important. New castles give you money and new production, but ruins can give allies, artifacts or lots of money. Your exact choices will be dictated by the geography of the land around your starting city.

Hidden Map Games

In hidden map games, it is of the utmost importance to explore the map as quickly and thoroughly as possible. While it may be exciting to take your Hero and plunge into the unknown, it may not be very profitable. By setting off into the darkness, you may miss the lucrative sites clustered in the opposite direction to your travel.

Exploring quickly may also allow you to get the drop on unsuspecting neighbors. This approach often works surprisingly well against human players, who are usually more worried about acquisitions than exploration.

Systematic exploration will also reveal sites before other players have even seen them, let alone searched them.

Quests

Quests are a powerful mode of advancement in the game. The quests are normally to do stuff that you would be doing anyway, such as smiting foes or taking cities. The rewards are powerful allies, and the Hero completing the quest gets a large swag of experience points to help their promotion.

You should have a Hero sent on quest as soon as possible, and you should keep your Heroes questing throughout the game. Questing is an ideal task for those Heroes arriving later in the game.

You will only be given quests against those you are at war with, or the Running Dog (see Diplomacy below). This is another powerful incentive to avoid being the Running Dog.

What to Do with Sages

Well, first you have to find them. But if you do, you are given some important choices. Some items are most desirable, specifically anything that doubles movement or allows flight. +3 command items are also useful. Balanced against that is the prospect of powerful Allies.

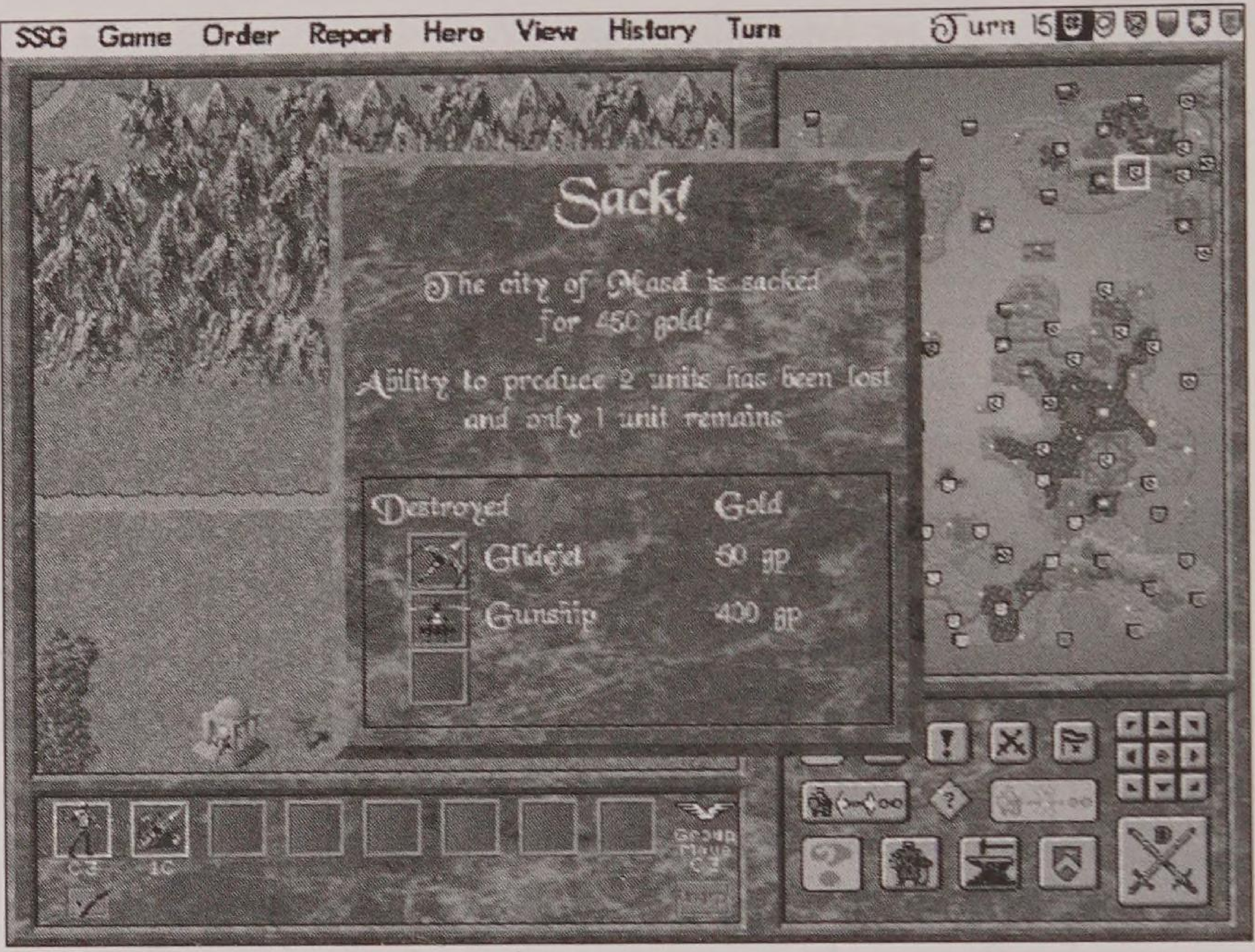
Always choose the double movement items. If they're not available, allies might be more useful than artifacts early in the game, with artifacts probably coming into their own as the game goes on.

Economics

It is usually not difficult to manage your economy so that you have enough money to pay maintenance on all your armies. If you are having trouble, it is probably a sign that you have too many troops sitting around in garrisons getting fat. Use them at once. They will either conquer new cities, thus boosting the budget, or die gloriously, thus removing themselves from the payroll.

You must try at all times to have enough money for a new Hero. Heroes require somewhere between 1,200 and 1,500 GPs, so try to have 1,500 GPs on hand at all times. Provided you have these funds, each turn gives you only one chance in six of attracting a Hero, so any turn spent without the necessary funds is a wasted opportunity.

Consider sacking a few cities early in the



Sack!

The city of Masd is sacked for 450 gold!

Ability to produce 2 units has been lost and only 1 unit remains

Destroyed	Gold
Glidejet	50 gp
Gunship	400 gp

Figure 1-6. *Sacking enemy cities is a good way to build up quick cash when you need it.*

game to build up those funds as quickly as possible. Remember, an early second Hero means someone available for searching more ruins and for doing quests, and can really accelerate your progress.

Diplomacy

Diplomacy is an essential component of the new system. A single display provides the current state of affairs between all sides in a given scenario. By referring to it at the beginning of each turn, you can keep track of which nations are occupied elsewhere in conflict, as well as those who are presumably building up during a period of peace. As mentioned earlier, it is best to minimize the number of enemies you have at any given time. By keeping your ambitions in check, for the time being at least, it is possible to amass decisive force on one or two of the opposing Warlords at a time. In military terms, this is known as defeat in detail.

Three states of diplomacy exist: peace, limited war and total war. All sides initially begin at peace with one another, with one exception. If you begin the game with the "I am the Greatest" option (see below for more details) enabled, then all the opposing computer players will come after you with a vengeance. Limited war is an agreement to fight each other in the field, but cities are considered sacrosanct. Total war is inevitable if you wish to win the game, but again, you should not rush headlong into this state of diplomacy (or lack thereof).

The initial period of peace allows you to build a military and economic base sufficient to sustain the ensuing conflict. Defeat and occupy as many neutral cities as possible.

Invest in the unit types which may be produced by each city until there are at least three. With the potential to build three or more unit types, city walls provide a defensive bonus of two instead of one. Players of the original Warlords will remember that, over time, it was possible to build city fortifications to a level of nine, which made them virtually impenetrable. *Warlords II Deluxe* does not allow this. Two is the maximum defensive bonus of city walls.

When an opponent is encountered early in the game, you have two options. First, you can garrison the border with at least three units in each city and expand in a different direction. Or second, focus on the new neighbor in lieu of the neutrals to attempt to eliminate him from the game before he can become very powerful. If you choose the latter option, the outbreak of hostilities may take one of two forms.

The diplomatically correct way is to move units into position, then declare war on the Diplomatic screen just prior to ending the turn. This gives the opponent a small warning as to what is coming, but it preserves one's status as a fair player with the other opponents. The alternative is to strike without warning, conducting surprise attacks accompanied by treachery messages for the world to see. This may yield an immediate tactical advantage, but it may also prompt other leaders to become more hostile. Computer players also react badly to sacking, pillaging and especially razing of castles. What's more, everyone is unimpressed, not just the owner of the violated castle.

The consequences of unpopularity are as follows. Obviously, people are much more likely to go to war with you. Additionally,

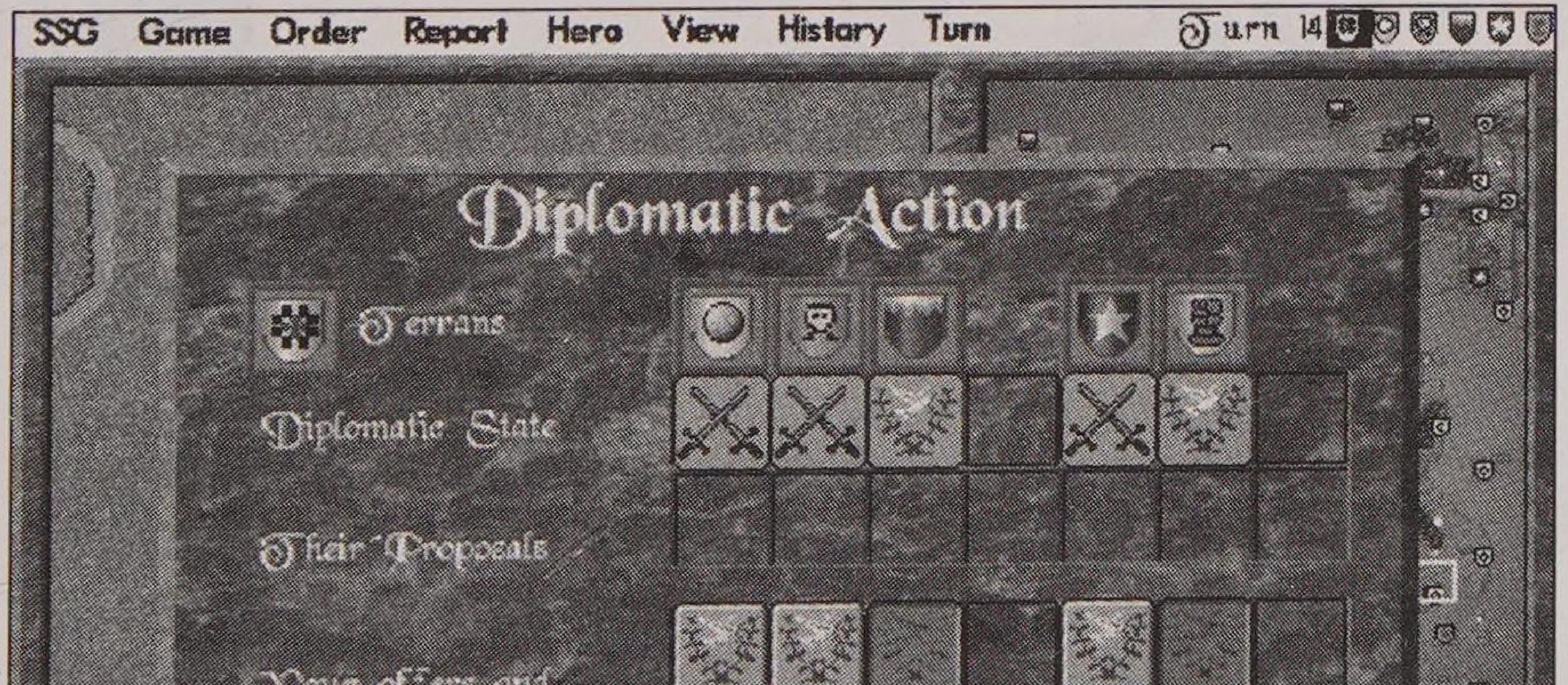


Figure 1-7. *Make a habit of consulting the Diplomacy Report at the beginning of each turn.*

computer players are much less likely to go to war, and more likely to make peace, with someone who's at war with you.

Thus a few injudicious acts on your part can end up in recruiting the opposition of the rest of the world. Try very hard to only be at war with one player at a time, and concentrate on defeating them totally before selecting your next victim. Of course, this means that you should never attack without declaring war first, as this will make you very unpopular.

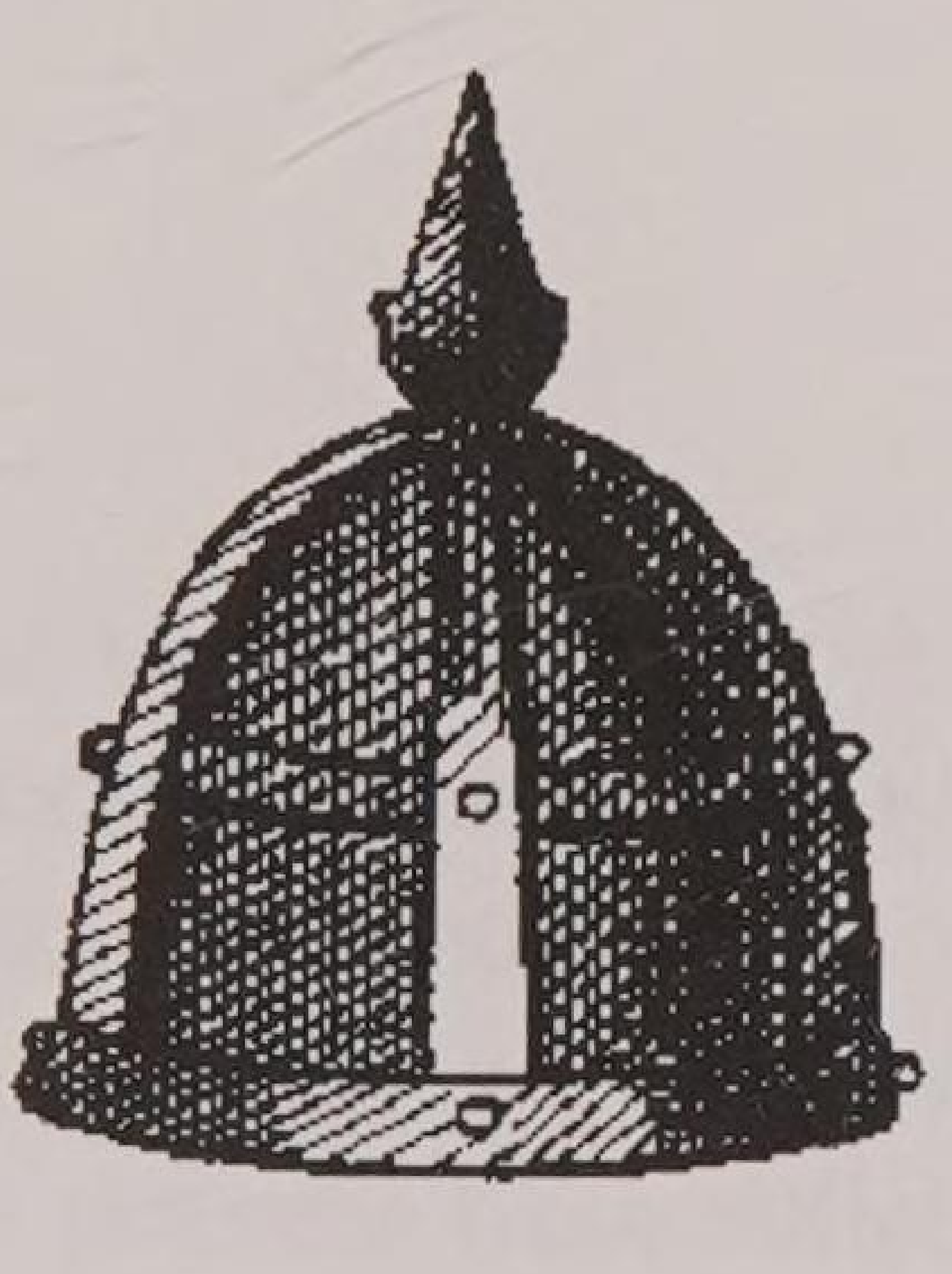
I Am The Greatest

When you select this option, the diplomatic system is stacked somewhat against you. The nearest Warlord player will automatically declare war on you, and the more cities you acquire, the more likely you are to be the target of hostilities. Computer players will seize any opportunity to mount a sneak attack against you, and will resists waging war against your enemies. A temple may even direct quests against you though you are at peace with the quester.

SUMMARY

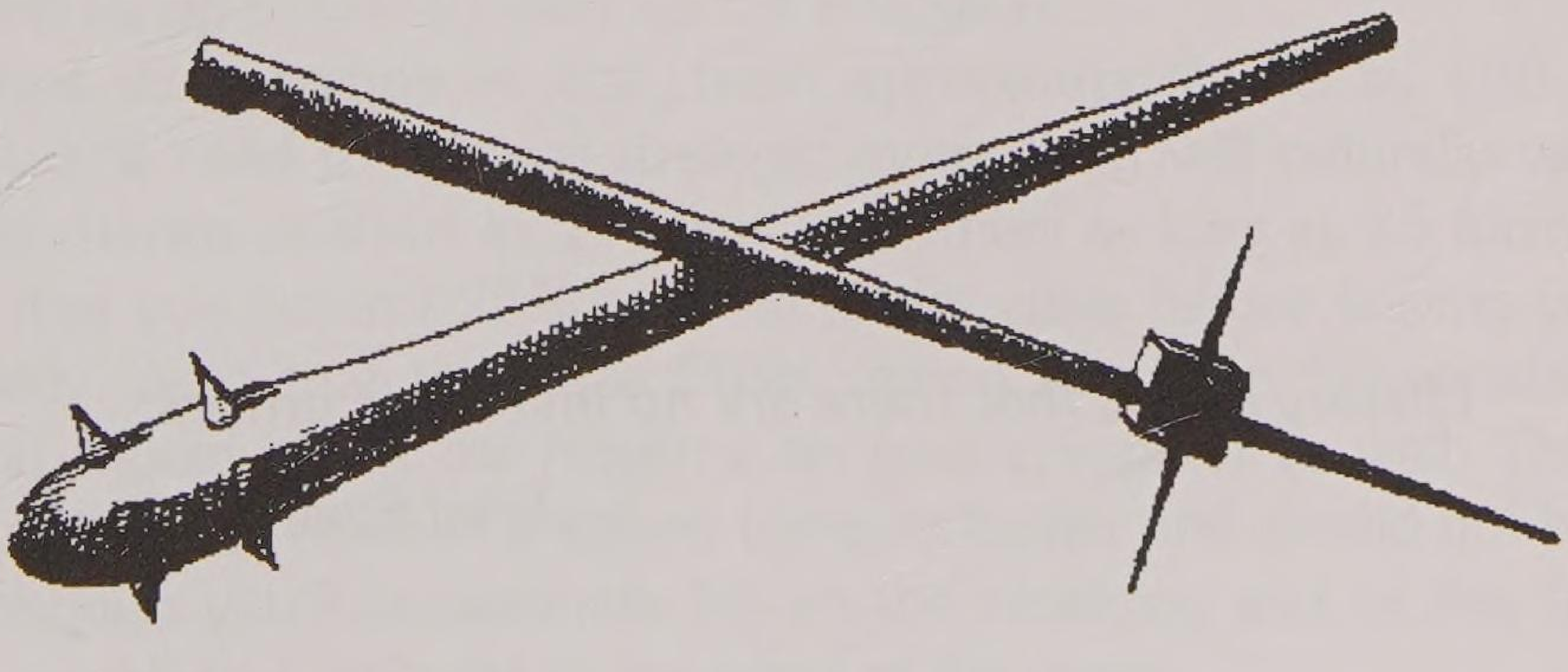
Warlords II rewards the blitzkrieg approach to war, and makes sustained defense difficult, if not impossible. You must carry the fight to your opponents, and concentrate as much as possible on completely defeating one opponent at a time.

If you find the going hard, try Enhancing yourself. If you routinely win at "I Am The Greatest," try Enhancing your opponents. That is guaranteed to give you a very tough game.



Part II

Mastering the Scenarios



History shows that there are no invincible armies.

—Josef Stalin

Stalin's observation may sound wrong to you. After all, if you agreed with him, you probably wouldn't have bought this strategy guide. Yet his point is valid. In this book, we'll show you how to find the weaknesses of the opposition and to exploit them so that you'll emerge victorious. Please note, however, that there are many paths to victory, and that the strategies we present here reflect only one successful approach. Feel free to expand on these and to experiment with others; doing so can only deepen your understanding and enjoyment of *Warlords II Deluxe*.

All of our strategies have been devised to work against the maximum number of computer opponents (per scenario design), and all opponents will be operating at the Warlord setting. Therefore, these strategies would be even easier to implement if you decided to play at one of the lower difficulty levels, such as Knight. The discussion of each scenario will begin with a brief overview, listing the "vital statistics" of the scenario, the side we recommend that you play, and any important general information you should have before play begins. Following this material will be a series of very specific turn instructions that will allow you to develop a sufficient power base to win that scenario.

These instructions won't take you all the way to the point when the last enemy city falls; that would take too long and would also be unnecessary. As in all wars of conquest, there will come a point at which the prevailing side develops such momentum that it would be extremely difficult for the enemy to reverse the tide. Our instructions for each scenario will show you *one* way to develop that power base and momentum for that scenario, and will show you what the map positions should look like once you have done so. After that, it will be up to you to mop up the stragglers.

Since scenarios vary greatly in size, from approximately 25 to 100 cities, the number of turns you'll need to achieve strategic momentum will naturally vary as well. You'll find some scenarios as short as 10 turns and others as long as 25 turns, but all of them will ensure that you control 25% to 40% of the cities before leaving you to your own devices. Finally, note that the Raze Cities option has been fully enabled for the games shown, and should be set for Anytime on your computer as well. The ability to reduce the enemy's cities to ashes is a strong force multiplier and should not be excluded from play, even though you'll occasionally be on the receiving end of this tactic. With those parameters established, let's get to the heart of the game.

OVERVIEW: 200 BC

Cities: 100

Ruins: 0

Players: 8

Recommended for Solitaire Play: Romans

Starting City: Rome

Players should be familiar with the terrain depicted in this scenario, although the orientation of the map screen may be confusing. Europe has been rotated 90 degrees, such that the east-west axis actually runs north-south onscreen. To avoid confusion in the turn-based instructions that follow, we'll stay consistent with the map shown onscreen, as opposed to its real-world counterpart. In other words, if a unit is ordered to move toward the top of the screen, it will be moving north.

The Romans are the optimum choice for a starting position for several reasons. First, the Legionary units are the most powerful formations in the 200 B.C. army set. Second, they enjoy a central position in the lower half of the map, so that they can easily defend in one direction while expanding in another. Finally, they have considerable access to the sea, and amphibious operations play a large role in this scenario.

Turn 1

You begin in Rome. As you have no doubt heard, all roads lead there. Therefore, they must also lead away from there. Use this excellent transportation network to expand rapidly throughout the "boot" of Italy. Send your Hero, Scipio, north along the coast road to Neapolis. Seize the city and order it to build Sword units in the turns ahead. Continue through the western pass in the mountains, then turn north to lay siege to Tarentum. When this city has fallen, have the inhabitants produce Javelin units.

Head north to Brundisium and visit a similar fate on its defenders. Build mounted Javelin units in this port city; they'll come in handy later on. Scipio should then return

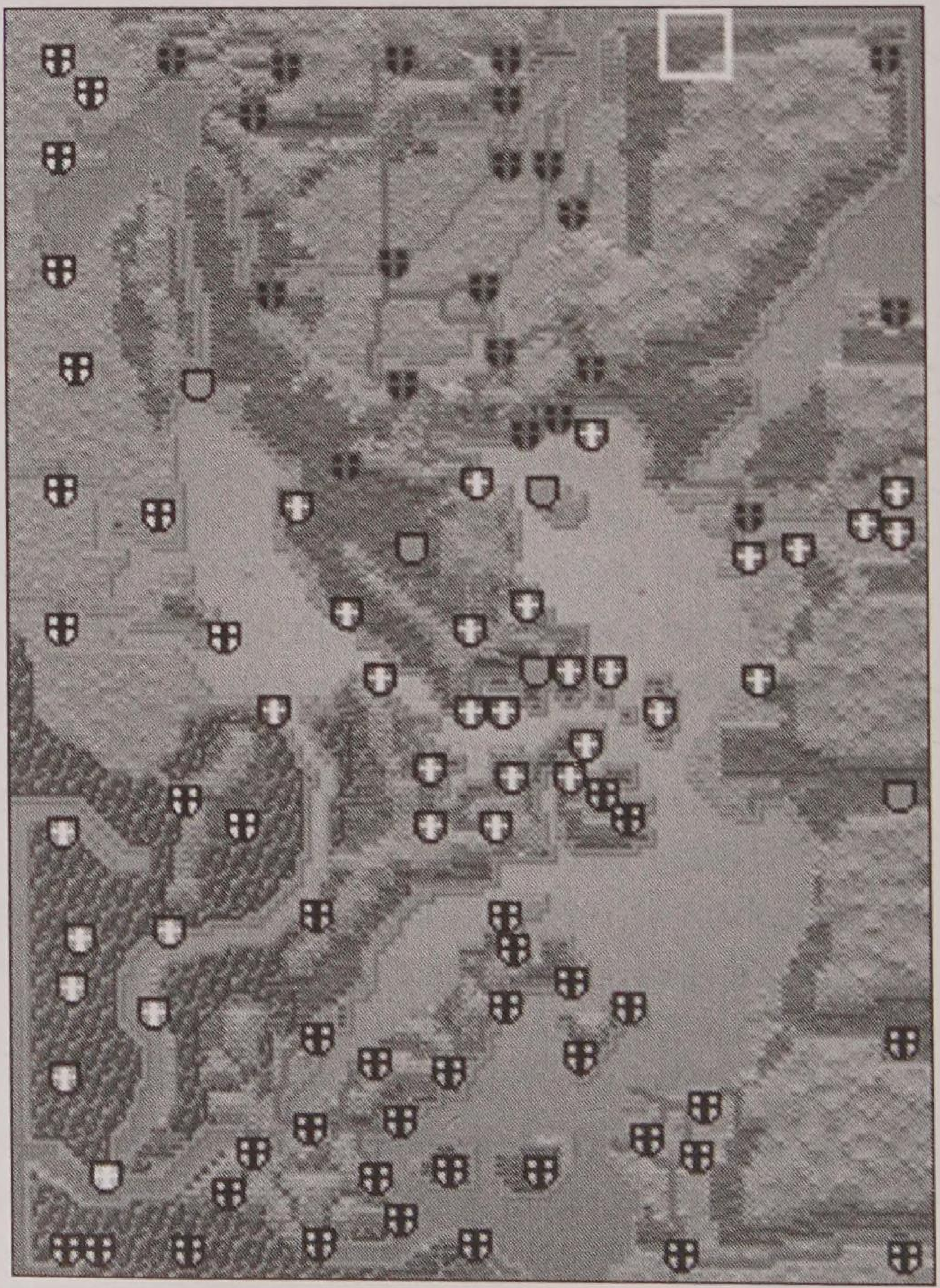


Figure 2-1. *The strategic situation as of Turn 13.*

along the road he's just traveled until he's slightly south of Tarentum.

The Legionary unit that remained in Rome should now march west through the mountain pass and capture Senna. Set the local populace there to training Sword units. Next, the Legionary unit should head southwest along the road to the city of Placentia. Claim this city for the Emperor and have Sword units built there as well.

Turn 2

Scipio should continue back through the city of Neapolis and continue east to Regium, another vital port for the coming campaign. When Regium falls, build Sword units to defend its walls. Go south to the coast, take a boat, and go to sea. Meanwhile, the Legionary unit in Placentia should go to the bridge and take boats out as well. Time is of the essence here, because you're racing south to seize the critical mountain passage in the Alps before the Gauls can get there.

Turn 3

Send one of the newly constructed Legionary units from Rome southwest to seize Pisae. Raise another Sword unit in this village. Continue marching south along the coast and capture Genoa. After you've ordered this town to produce Javelin units, have the Legionary unit go to sea at its port.

Move the other Legionary unit in Rome southeast to the coast, where there's another port from which they can set sail.

Begin assembling another amphibious task force in the north from units constructed in Tarentum and Brundisium.

Take Scipio across the narrow channel to disembark on the island due south of Regium.

Have the Legionary unit from Placentia sail south to disembark at the port near the Alps. Disembark to the west to set up your approach for the next turn.

Turn 4

If the Carthaginians take Segesta before Scipio can march south to it (as they did in this replay), it's better to withdraw and move on the neutral city of Syracuse than to pick a fight with them now. Set sail in preparation for the next turn.

Have the Legionary unit that embarked at the port near Rome on the last turn sail southeast to the island of Sardinia and set up in the mountains north of town in preparation for an assault during the next turn. Replace it at the port with yet another newly constructed Legionary unit from Rome.

Take the Legionary unit that embarked at Genoa on the last turn and have it sail due east to Corsica. Have the unit disembark and set up west of town for an assault during the next turn.

Conduct your attack on the city of Alps and begin building Medium bow units there. Your Legionary unit should then continue south through the mountain pass and begin its approach to Tribes.

Turn 5

Take Tribes and hold it for now, leaving the Legionary unit as a garrison. You'll recruit Barbarian units here, lots of them. With a strength of 6 and only one turn to build, Barbarians will become key combatants in your southern campaign. The objective now is to assemble a large force for a later assault on the Gauls to the south.

Take the Legionary unit from the port at Rome and sail southwest to Genoa. Begin to assemble forces there for a later assault on Masilla, the city just to the south. Seaborne assaults on this city are winnable, but dangerous. As an alternative, you can also go through the mountain pass from Genoa to Masilla and attack from the land when you've assembled enough units to do so.

Have one Sword unit from Senna set sail. It will soon be moving to join the northern amphibious group.

Capture Corsica. Build Sword units there, then move to the port and set sail in preparation for heading elsewhere.

Lead two Sword units out of Placentia west across the bridge, then north to lay siege to Aquileia. As the name of this town suggests, fine Horse units may be constructed in it. Take the town and begin building mounted Javelin units there.

Capture Sardinia with the Legionary unit there and begin building Light Bowmen on that island. As with Corsica, have your Legionary unit set sail at the nearest port when this has been done.

Bring the northern amphibious group around the tip of the boat to join Scipio's fleet off of Syracuse.

Send a sword unit south from Pisae to join the forces staging the attack in Genoa.

Turn 6

Continue building new amphibious forces to the north. Move the amphibious groups from Genoa, Rome, Corsica, and Sardinia into position to assault Masilla on the next turn.

Finish the assembly of Scipio's fleet and attack Syracuse from the sea. When it falls, begin building Heavy Spear units there, but leave a few units from the attacking force behind to garrison the city for the three turns that are necessary to train the new units. Move the remainder of Scipio's force east toward the Carthaginian lands.

Turn 7

Declare war on Carthage!

Take Masilla and build Heavy Spear units there. Don't worry about a garrison for now. Send all of the surviving amphibious units east to land near Mauretania. Move Legions in the port of Rome toward that beachhead as well.

Send Scipio's fleet east southeast to land at the port near Thapus.

Turn 8

Land three or four Legionary units and other supporting forces close to Mauretania.

Have the Legionary unit set sail from the port of Rome to near Segesta.

Start sending all the units produced in Corsica and Sardinia to their ports on each turn.

March Scipio and company overland to capture Thapus. Build Sling units there. Continue south and take Numidia, building Javelin units there. End this group's move further south, close to Mauretania, so that they can support an assault on Mauretania on the next turn.

Turn 9

Support the fleet of Legionary units off Segesta with other units from Regium, Corsica, Sardinia, and elsewhere until you have a full stack. Take Segesta and build Spearmen there, leaving a small garrison behind to guard the town while these units are gearing up. The other units from this assault should sail due east and land at the port near Carthage.

All other units from your cities that border the Mediterranean should, as a matter of course, set sail during every turn to support the overseas effort against Carthage. Leave minimum garrisons elsewhere as well and begin sending troops to sea.

Conquer Mauretania with Scipio's stack and continue east toward West Africa.

Turn 10

Split your amphibious groups in the Mediterranean between the landing site at Carthage and an assembly area offshore from Carthago Nova, to the south. Redirect any amphibious units west of Italy toward the port near the city of Alps. Your assault on the Gauls will begin shortly.

Move the mounted Javelin unit that was just constructed in Mauretania east to join Scipio, then have the group continue east and defeat the garrison in West Africa. Make mounted Javelin units there, then return back toward Carthage on the road just traveled.

Turn 11

The Carthaginians make a serious tactical blunder by removing part of their substantial Elephant garrison at Carthage and sending them south to retake the undefended city of Mauretania. Exploit this error by crushing the reduced number of defenders and claiming Carthage as your own. Build Elephant units and send a portion of your forces south to support Scipio in taking Mauretania once again on the next turn.

Meanwhile, have the amphibious forces you assembled off Carthago Nova conduct a seaborne assault on that town, then turn back to the west, toward the eastern flank of the empire of Gaul. Make Light Spear units in Carthago Nova.

Turn 12

Use Scipio's stack to retake Mauretania, the last bastion of the Carthaginian empire, then move westward to the seaport and set sail.

Declare war on Gaul and the Germanic Tribes! Neither of these opponents is large enough to withstand the economic might of the empire you've already built, though they do enjoy favorable terrain, which means it will take some time to root all of them out.

Divert the northern amphibious groups southwest to the port city of Aquileia, to reinforce it against incursions by the Germans through the wooded pass to the north.

Turn 13

Gaul has no choice but to try to break out through its eastern port city of Lezoux. When the Barbarian hordes sally forth from here in their boats, assemble your fleets close by and crush them. Remember, when units are aboard ships, their ground combat strengths are irrelevant. Even lowly Rabble units stand on an equal footing with the Barbarians.

Therefore, catching expensive, powerful units at sea is the easiest way to defeat them. When the Barbarian fleets are sucking up bottom muck, sail proudly into Lezoux and claim it for the Emperor.

The Road Ahead

Stay on excellent diplomatic terms with your other neighbors, particularly the Macedonians, and flow all of your economic output equally between the two ports of Aquileia and Lezoux. Using this strategy, you should be able to crush the Gauls and the Germans at roughly the same time (usually around turn 20). Generally, the Egyptians and the Persians will focus their energy on one another for most of this time, and occasionally the Sythians and Macedonians will do the same. If any of these remaining adversaries returns its attention to you, it will generally be too late to do you any harm.

When the Gauls and the Germans have been defeated, the others may sue for peace. If not, take out the Scythians next, followed by the Macedonians. Always make sure that you fortify your border cities, however, since noncombatants can turn on you without warning.

OVERVIEW: ALTAIR

Cities: 70
Ruins: 40
Players: 8
Recommended for Solitaire Play: Terrans
Starting City: Starport

The Terrans offer the best starting position for several reasons. First, their central location allows them easy access to whoever is low in the diplomatic pecking order. Second, their Star Cruisers are among the most powerful units on the map. Third, they can generally choose the time and place to fight by behaving honorably; this can be a major advantage as well.

Turn 1

At Starport, build Star Cruisers. Send the Hero northwest from here to take New York and begin training Troopers there. Send the Star Cruiser to the western edge of the continent, taking Thriokotree as a jumping-off point for an island-hopping campaign.

Turn 2

Send the Hero west to Melbourne. Occupy it and train Troopers in it. Send the Star Cruiser west to seize the island city of Synmouth and initiate production of Native Infantry. Next, send it northwest toward Thyrexwright in preparation for capturing that city on the next turn.

Turn 3

Take Thyrexwright and begin production of Mech Infantry there. Send the Star Cruiser to occupy Masithuar, on the same island, and build Drones there. With the rest of its movement capability, send the Star Cruiser south toward Ulormus. Send Troopers to build up support with your Hero outside New Roswell.

Turn 4

Take Ulormus with the Star Cruiser. Build Mech Infantry there, then head west-southwest toward Thrikayon. Also, send Drones to support the assault on New Roswell. Symouth is sacked by Y's Corporation, but don't concern yourself with retribution just yet.

Turn 5

Take Thrikayon. It is tempting to build Succubi, but stick with Native Infantry for now. Continue southwest to Synaxdra. Occupy it and build Glide Jets. Go southeast to the island of Paslidown. Take the island and initiate building of Glide Jets there. Now take the stack you've built at New Roswell and build Big Guard Dogs. Go amphibious with the stack. Also move the Mech Infantry from Thyrexwright into the water.

Turn 6

Switch production at Starport to Jump Troops after the second Star Cruiser arrives. Send the Star Cruiser at Starport southeast to Cheltiia. Capture the city and build Outriders there. Go due south to the capital of Y's Corporation in preparation for taking it out on the next turn. Take your first Star Cruiser east to the island of Masitbole. Build Jump Troops there. Declare war on Y's Corporation.

Turn 7

Reinforce Starport with Troopers from New York. The amphibious force links up and continues north to Skunkworkia, an island known for its famous, yet top secret, defense programs. This group loses for now, but obviously this island is a place worth coming back to. The Star Cruiser moves due east from Masithbole to Nortithorn (for a strike on the next turn). Take the capital of Y's Corporation with your other Star Cruiser. Build Hover Tanks there. Garrison it for now with your Star Cruiser.

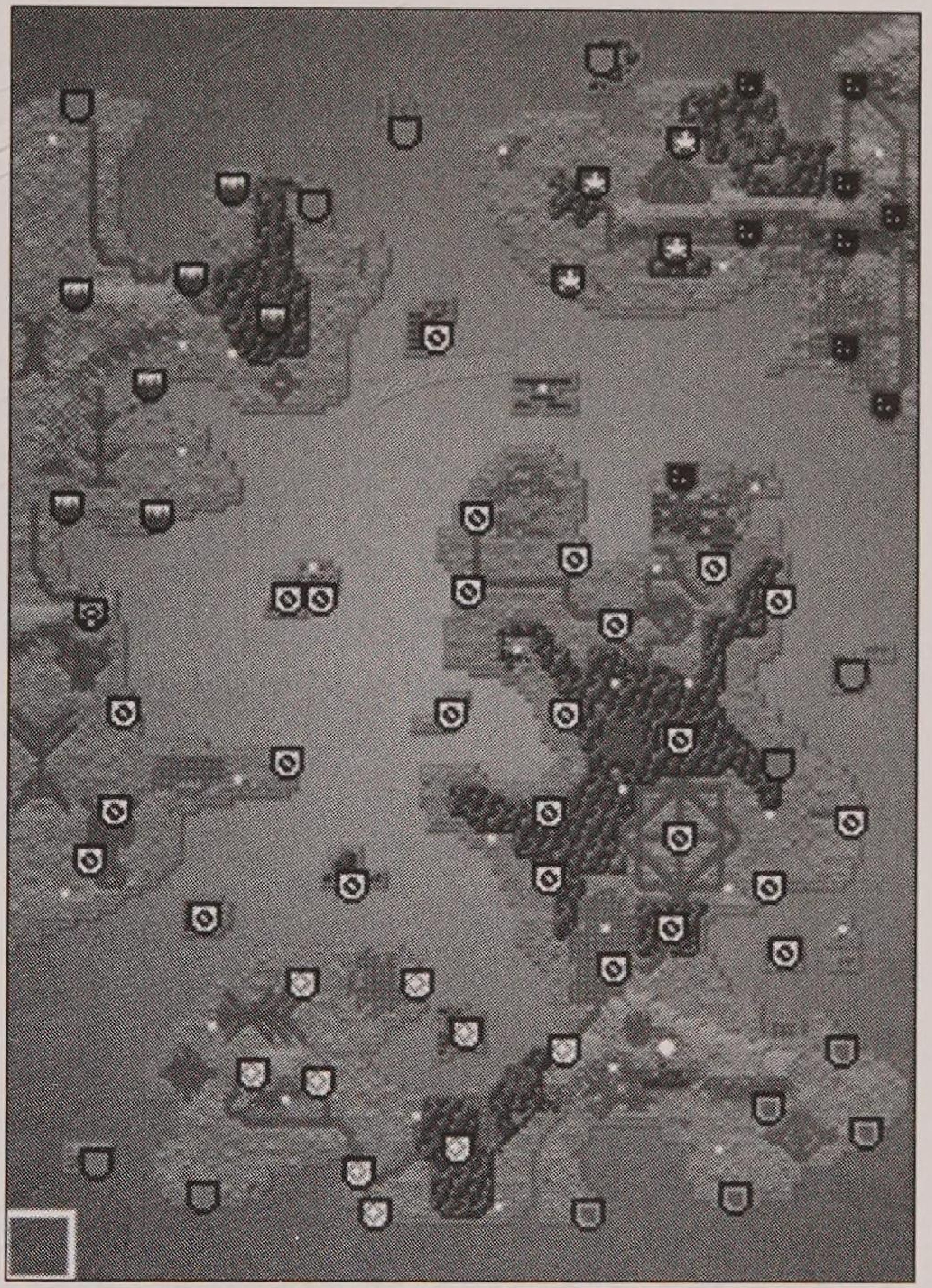


Figure 2-2. *The strategic situation as of Turn 10.*

Turn 8

Take the Star Cruiser from Y's Corporation's capital south to Tarkon; build Plasma Tanks there. Go southwest to Pasukon. Build Outriders there, then turn southeast toward the center of the mountain range to prepare for an assault on Moog-Dog on the next turn. Now take another Star Cruiser, take Nartithorn, and initiate the building of Mech Infantry. Proceed due north and take Synus; build Gun Emplacements there. Then head northwest to Synmouth (it's time to pay back). Continue moving various amphibious groups toward Skunkworkia. Begin moving toward New Nazca on the western continent, the Native capital of the planet of Altair.

Turn 9

Use Jump Troops to take and hold Synullom, northeast of Spaceport. Build Scouts there. Move a Guard Dog from New Roswell to bolster the defenses at Starport. Mass amphibious forces at Skunkworkia and claim it as your own. Build Stealth Fighters there. Occupy New Nazca, on the western continent, and build Nephilm there. Guard the city with the entire stack instead of continuing the push north to Nazia Pass, which is often the sole remaining Native city at this point. Take two Glide Jets southwest from Paslidown toward Sylfar, an island in the southwest corner of the map. Take Synmouth, the final Y's Corporation city, then head east-northeast to the far edge of the central continent. Use your other Star Cruiser to take Moog-Dog and raze it; you can't afford to defend it at this time. From there, fly northeast to the island of Seltifen. Occupy it and build Glide Jets.

Turn 10

The House of Aelian, whose holdings are on the southern half of the central continent, declares war. So does the House of Siberr, from the northern half of the western continent. Take one Star Cruiser to Narsea and occupy it. Build Native Infantry there. Send an amphibious group north from Skunkworkia toward Narreus, the northern island between the two major northern land masses. Send the other Star Cruiser north to Xyanemouth. Take the city and make Glide Jets, then continue northeast to capture Thrikasfar. Make Mech Infantry, which take only one turn to build here. Change production in New Roswell to Bombers. Upgrade Melbourne's production facility and start making At-Ats, which are like *Star Wars'* Walkers. Change production at Starport back to Star Cruisers.

The Road Ahead

At this point, the Arallu Combine should begin feuding with the House of Muluc for the northeast continent, which will keep them busy for a while. The Natives and the Olokun Alliance are too weak to pose much of a threat; the House of Siberr can only threaten your western holdings, not your main power base. At this point, focus on the House of Aekan and eliminate it. Once it's gone, you'll probably be offered peace by the other opponents. If not, it should still be easy to mop up the remainder of the board.

OVERVIEW: AMERICA

Cities: 80
Ruins: 38
Players: 8
Recommended for Solitaire Play: Union
Starting City: Washington, D.C.

The map, though skewed somewhat, should be very familiar. Why play the Union? Because it is the right thing to do. After all, someone has to unite this country and why go with a dark horse?

Turn 1

In the capital city, build Balloons. Send Washington (your Hero) to capture Baltimore and build Cannon there. Send Custer west toward Cincinnati.

Turn 2

Have Custer take Cincinnati; build Sentries there. Move Washington northeast to Philadelphia. Capture Philadelphia and build Skirmishers there. Continue to the outskirts of New York in preparation for an attack during the next turn.

Turn 3

Switch the city of Washington's production to Custer units. Send Custer and Sentry south from Cincinnati and prepare to cross the bridge toward Louisville. Send a Balloon from Washington to capture Pittsburgh. Have Washington take New York and build Zouaves there. Go northwest to Cleveland and take it for the production of Sentries.

Turn 4

Send the Cannon from Baltimore toward Toledo. Send a Sentry from Pittsburgh to Toledo to supplement the Balloon unit there. Take Toledo and build Sentries there, then continue northwest with the Balloon to Grand Rapids. Take it and build Sentries. Send Zouaves from New York and Skirmishers to join Washington and drive toward Buffalo. Take Custer and a Sentry northwest across the river to take Louisville before the Indians get to it; build Sentries there.

Turn 5

Take a Sentry and a Cannon from the Pittsburgh area and move west toward Chicago. Move a Zouave and a Skirmisher north toward Boston. Have Washington's stack take Buffalo and build Gatling Guns there. Move Custer and a Sentry south along the road toward Little Rock. Declare war on Quebec.

Turn 6

Move Sentries and Cannons from the Toledo area to a stack next to Chicago. Take Chicago and build Sentries there. Move two Sentries overland on the road north from Cincinnati to Toledo. Move Custer and a Sentry down near Little Rock so they can take it on the next turn. Take Balloons and Sentries from Grand Rapids to Detroit. Move

Washington's stack north and take Boston; build Scouts there. Next, go north and inspect the Ruins, where you're told a pile of treasure lies at Witch's Pyre. Make Boston a northern staging area for your armies until Quebec is out of the war.

Turn 7

By now, you should have another General Custer unit in Washington. Send it northwest to catch the road to Toledo. Send the Toledo Sentry to join the group assaulting Detroit. Move the Cannon from Baltimore north toward Toledo as well. Attack Detroit with a stack of six units, Sentries, and Balloons. Occupy the city and build Sentries. Continue north with this stack toward Toronto. Move your Chicago stack northwest toward Madison, Wisconsin. Send two Sentries south from Cincinnati, and three from Louisville, toward Memphis. Take Custer and a Sentry to capture Little Rock. Begin production of Sentries there, then head for Atlanta.

Turn 8

Reinforce Detroit with everything in sight. Take Madison with a Cannon and three Sentries. Build Custer units there and leave your Cannon for defense. Continue moving Gatling Guns and all other units in the northeast to support Washington's drive into Canada. Assault Montreal with Washington, two Scouts, one Skirmisher, one Zouave, and one Sentry. When the city falls, build Snipers there, then take Washington and one Scout north to reconnoiter Quebec City. If it is still only guarded by a single Cannon, take it and build Zouaves there.

Turn 9

Have the stack from Detroit take Toronto and build Zouaves there. Gather your other units near Detroit and Toledo; defeat any remaining Quebec units in the field. Reinforce Madison from Chicago with one Sentry unit. By now, everyone seems to be declaring war on the Indians, but don't join that party just yet. You should get another Hero at about this time. Lead a raiding party south from Cincinnati and hold the bridgehead to the west. Start funneling some of Washington's troops in the northeast across the main Canadian road toward Thunder Bay. Send Washington north from Quebec City toward the Ruins at Tomahawk Ledge. Send the garrison at Montreal southwest to threaten the final Quebec stronghold at Ottawa. Start sending other troops toward Washington to mass for a move on the Confederacy later on. Complete your stack of Sentries near Memphis and lay siege to it with a minimum of five units. Build Custer units there. Leave a garrison and send one or two sentries southeast to join the assault on Atlanta.

Turn 10

Move a Cannon from Baltimore to the garrison at Washington. Start massing other troops in Toledo to begin the war on the Indians. Declare that war. Reinforce the Ottawa group to a full stack and take the Quebec group out of the war. Garrison and build Gatling Guns. Send northeast troops to Toronto to make an amphibious crossing of the Great Lakes region to the northwest territories of Canada. Washington searches

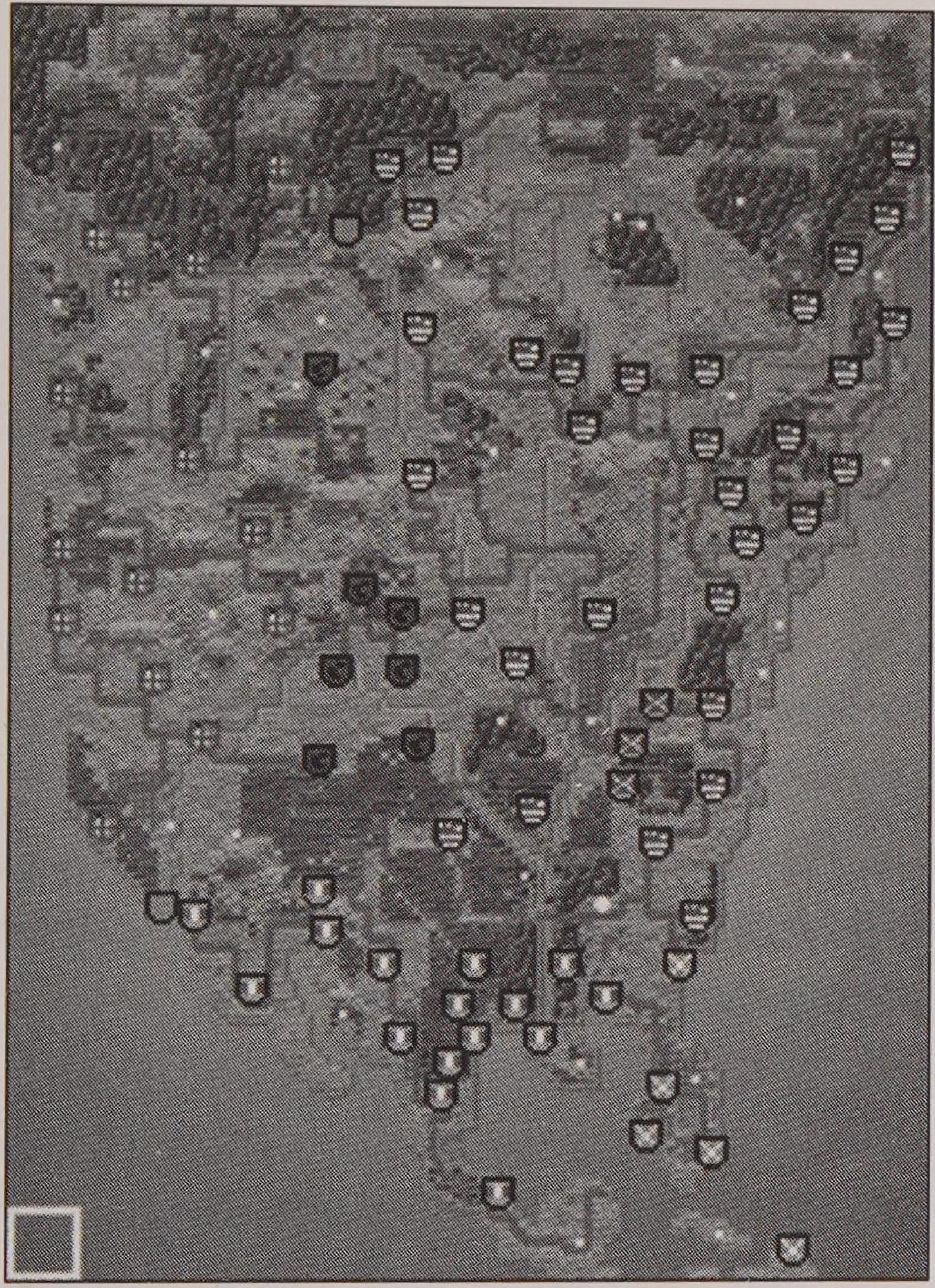


Figure 2-3. *The strategic situation as of Turn 14.*

Tomahawk Ledge and finds an artifact, the Indian Spear. Move your second Hero and stack toward the Indian encampment at St. Louis. Seize Atlanta and burn it, just because you can. Head for Charleston.

Turn 11

You now hold 21 of 79 cities (remember, we burned Atlanta), which is more than one quarter of the board. Two more turns and you'll be unstoppable. Complete a stack of seven Sentries outside Milwaukee and take it. Start massing groups on the move toward Minneapolis, the next closest Indian city. Move on St. Louis and take it. Occupy it and build Scouts. Move troops from Cincinnati west; these will join up with the stack from St. Louis in a turn or two and assault Des Moines. Take Charleston with a Custer unit, hold it, and build Scouts. This will be a critical staging area for your later campaigns against the Free States and Mexico, but first it will seal the Confederate rear. Meanwhile, Washington continues through the northern pass of the mountains in Canada and comes to a temple, where he receives a blessing.

Turn 12

Start more units moving south through the forests from Washington to the Confederate capital at Richmond. Continue the unit run from Toronto across the Great Lakes to join Washington in the assault on Thunder Bay. Start vectoring troops from Memphis to Charleston. Move troops into position at Des Moines to assault that city on the next turn. Take Minneapolis with a Cannon and Sentries. Build Scouts there.

Turn 13

Continue moving units toward Richmond and complete the encirclement of Des Moines. Take Des Moines and build Snipers there. Begin the march north to Great Falls, the capital of Indian Nations. Send units to sea from Boston preparatory to moving them down the coast to Charleston. The defeat of the Confederacy is about to begin. Washington's group takes Thunder Bay. Build Sentries there. Continue southwest and take

Winnipeg; build Mountain Men there. Little Rock should now have a stack of six Sentries. This will be the jumping-off point for your campaign against the Mexicans, but that won't start for at least three to four more turns, so upgrade Little Rock now to build Gatling Guns. Send your group from Charleston to the outskirts of Chattanooga in preparation for an attack on the next turn. Declare war on the Confederacy and end your turn.

Turn 14

The Free States and Mexico go to war. The Wild West seizes the Indian capital before you get there. You're in a good position to take out the Wild West without jeopardizing your campaign against the Confederacy, so don't be afraid of a two-front war. All Great Lakes units should be slated to land at Thunder Bay now. Use Washington's stack to crush Duluth; this puts the Indians out of the game. Build Balloons there. Continue west to Regina, but don't assault it yet. Wait until Washington's stack can be reinforced. Take Chattanooga, build Laborers, then move on to Charlotte. Take that and build Light Infantry. Seize Richmond and build Light Infantry there. As swiftly as that, the Confederacy is reduced to three cities: Lexington, Bowling Green, and Nashville. Your conquest of these will be easy during the next turn, as will your capture of Great Falls from the Wild West and the fall of Regina to Washington. This will give you 37 of 79 cities, almost half the board, which is an unstoppable power base from which to finish.

The Road Ahead

The order in which you assault the remainder of the opposition can vary. Eastern forces can flow south over former Confederate territory to eradicate the Free States with relative ease. The Mexicans are usually the next easiest target, since they're fairly concentrated in the southwestern cities. Start rolling up their flank and everyone will soon sue for peace.

OVERVIEW: ARTHURIAN BRITAIN

Cities: 70
Ruins: 36
Players: 7
Recommended for Solitaire Play: Arthur
Starting City: Camelot

The unification of Britain under Arthur's control is one of the most enduring military campaigns in all media, including gaming. To play anyone other than the central character of this saga would seem almost sacrilegious. Moreover, Arthur enjoys a very defensible position on the southern half of the main island, as well as the greatest concentration of nearby neutral cities. The latter allows for rapid expansion of the power base, which is the primary factor in achieving a quick victory. Use the medieval equivalent of Blitzkrieg (lightning warfare) and you cannot go wrong.

Turn 1

Sir Ian emerges in Camelot. Build Heavy Cavalry there. Send Sir Ian northwest along the road to capture Glastonbury; build Light Cavalry there. Then head toward Malahaut. Send Heavy Cavalry east to capture Astolat and build Light Cavalry there. Continue northeast along the road, then north across the bridge to take London. Build Light Infantry there.

Turn 2

Sir Ian takes Malahaut and commands that Light Infantry be built there. Continue northwest across the bridge and take Bricheiniog. Build Light Infantry there. Turn back south along the road that brought you here. Send Cavalry from London northeast to capture Essex; build Scouts there. Continue northeast to Thanet, which is an excellent place to build Light Cavalry. Take it and do so, leaving your Heavy Cavalry unit in place as a garrison on this turn. Notice that you've sealed off the approaches to southern England, your rear area, leaving a large number of neutral cities south of you. These will be difficult for your opponents to get at; you can incorporate them into your empire at will.

Turn 3

You now own eight cities. To the north of you, the Fey Folk and the Saxons are equally exposed, holding one and two cities, respectively. Send the Light Cavalry from Astolat up the coast to join the armies at Thanet. Send Sir Ian, along with a Light Infantry unit and a Light Cavalry unit from surrounding cities, to form a stack outside Hwicce. Lay siege to the city, capture it, and build Light Infantry inside its walls. Send the Light Infantry unit at Bricheiniog toward Hwicce as well. Declare war on the Fey People and the Saxons, since they both lie on the same front and can't withstand your attacks even if they join forces.

Turn 4

Send your stack of one Heavy and three Light Cavalry units north from Thanet to Suffolk, capital of the Saxons. Claim Suffolk and build Light Infantry there for now. (You'll switch to Pikemen once a garrison is established.) Continue up the coast road to Norfolk. Occupy it, build Light Infantry there, and leave your horse units in garrison for now. The Saxon leader now wanders the countryside without a home and will die at the end of the turn, leaving his Standard behind. You may pick it up if you like. Bring Heavy Cavalry from Camelot north through London to close in on the Fey People's capital at Elven Home. Sir Ian's stack should advance on the woods to the east of Elven Home as well. Also bring a portion of the London garrison to support this effort. Begin assembling a new group of units at Hwicce.

Turn 5

The leader of the Fey Folk breaks south into your lands, but leaves a single Unicorn to guard the capital at Elvenwand. Complete the assembly of Sir Ian's army, which should now contain one unit each of Heavy and Light Infantry. Take Elven Home and build Pegasi there. Send three units of Light Infantry northeast from Hwicce toward Chariot in Eastern Wales. Group all of the other units in range at the Castle in Glastonbury to attack and destroy the leader of the Fey Folk. Start routing other units to Hwicce so you can use it as a staging area for the drive to the north.

Also, send units from Norfolk and Suffolk west toward Leicester. Change production in Essex to Heavy Cavalry. Move the units from Essex northwest into the forest to discover a hidden castle guarded by Pegasi. Leave it alone until the next turn, when Sir Ian can attack it.

Turn 6

Build a stack outside Canterbury by sending the Infantry south from London and the Light Cavalry in the area to join it. Take Canterbury and build Light Infantry there. Send Ian's stack northeast on the road in the forest and attack Elvenway. Occupy it and build Pegasi. Move northwest through the forest to open ground on the most direct path. Take Chariot and garrison it. Build Heavy Infantry there. Continue advancing units from Norfolk and Suffolk across the swamps toward Leicester. Assemble a total of three Light Horse units in Canterbury. Proceed southeast to Dover and capture it, ordering that Light Infantry be built there. You now control 16 of 70 cities and have knocked two rivals completely out of the game. Your next strongest opponents, the Picts, have only six cities and are embroiled in a war with Mordred. It doesn't get much better than this.

Turn 7

Send Sir Ian's stack northwest to take Leicester; build Light Infantry there. Drop the current Light Infantry out of the stack so you can continue west on the road to Sorestan. Take it and build Light Infantry there. Continue moving your other units in the north toward Roestoc. Change Suffolk's production to Pikemen and vector them to Sorestan. Change production at Norfolk to Light Cavalry units and send them along to Sorestan as well. Start moving forces in southern England toward Sussex. Take Sussex and build Light Cavalry before continuing west with your Horse units. Begin moving units to the northwest near Arroy. You'll take it soon, then use it as a staging area against Morgan LeFay's empire. Send a stack from Hwicce to Arroy, take it, and build Heavy Cavalry there. Send your Horse unit on toward Surlose, provided that the city is still neutral.

Turn 8

Send southern units toward Avilion, a home of powerful magic casters. Vector armies from southeastern England (all production) to Arroy and Chariot. Send Sir Ian's stack through the wooded hilly pass, northwest of Sorestan, toward Cameliard. Send other units near Leicester north to take Roestoc; build Light Cavalry there. Continue on, with those units that have sufficient movement, to take Bedegraine and build Light Cavalry, then take Nohaut and build Light Cavalry there too. Invest 800 Gold to upgrade production at Bricheiniog to make Giants (build 2, strength 5). Do the same at Chariot.

Turn 9

Morgan LeFay and Mordred, who are up at the top of the map, declare war. Answer them with war. Continue flowing troops from the Roestoc area through the pass near Sorestan. Move your Pegasi and other units to complete the stack at Surlose. Move Sir Ian's stack next to Cameliard and take it; build Light Infantry

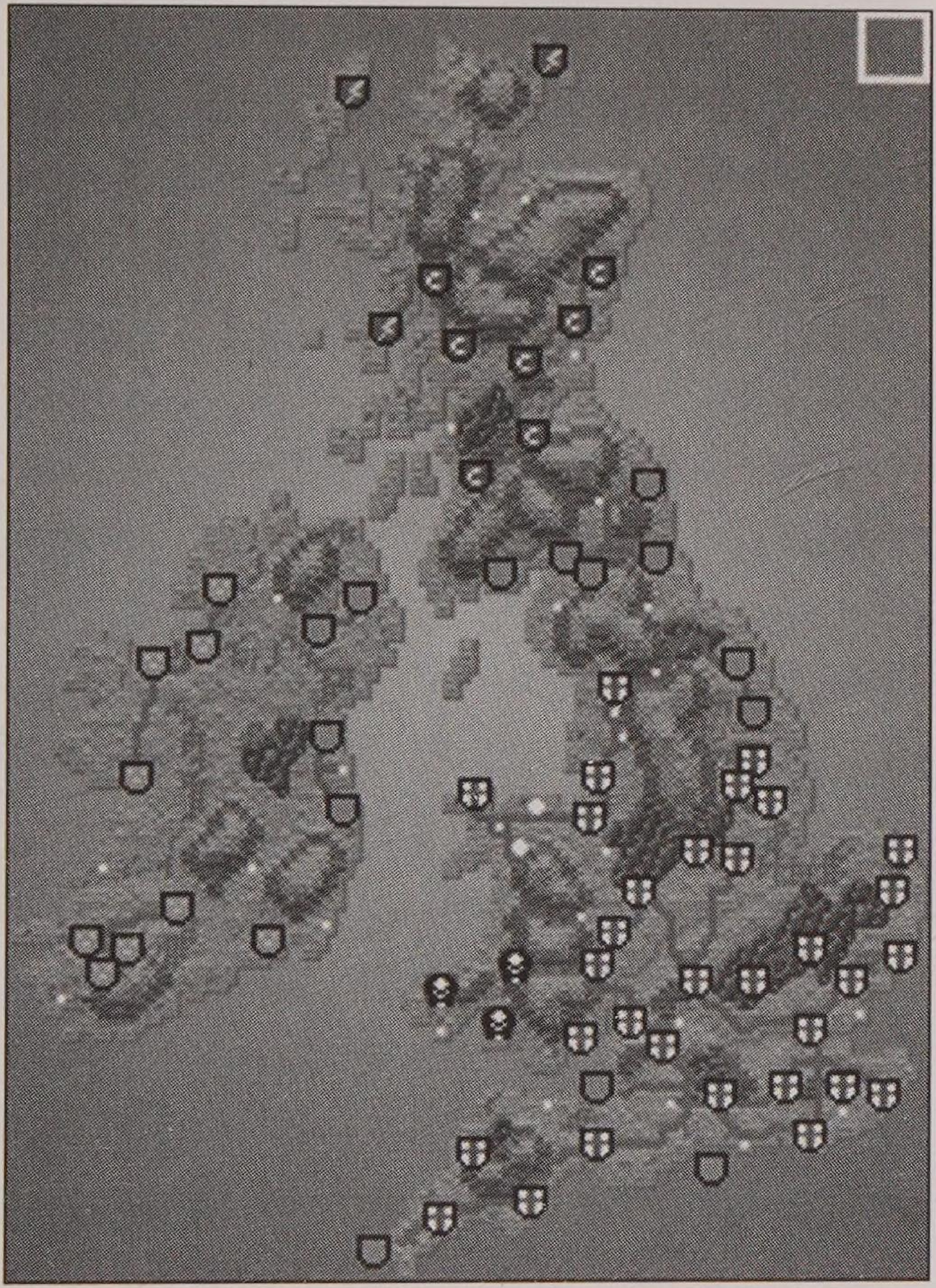


Figure 2-4. *The strategic situation as of Turn 11.*

there. Go south, split out the Scouts from Sir Ian's group, and join the stack at Serlose. Build Heavy Infantry there. Garrison the city until the next turn. An assault on Avilion would be too costly at this point, so bypass it and send your fastest Horse units southwest on the coast road to capture South Marches. Begin building Light Cavalry units there. Continue on and take Tintagil, building Light Infantry units there after it falls.

Turn 10

Everyone declares war on you, which is almost always the best sign you can get that you're about to win the game. Complete the stack at Avilion with one Heavy and two Light Cavalry and the rest of the assault team composed of Infantry. Take Avilion and build Wizards there. Take Sir Ian's stack from Surlose and supplement it with other units in the area until it is full. Take Kynkenadon and raze it. You wish to leave Morgan LeFay nothing to expand into or reconquer. Take her capital of Norgales and raze it as well. Send your Light Horsemen north from Tintagil to seize Giant Home. As you might expect, build Giants there.

Turn 11

Build a stack with a Hill Giant, Heavy and Light Cavalry, and Infantry (largely from the garrison at Malahaut) and take Escavalon. Build Heavy Infantry there. Send the forces gathered at Chariot west toward Sugales through the mountain east of Bricheiniog. Refill Sir Ian's stack and take the city known as Isles. Occupy it and build Light Cavalry there. Have the survivors go to the sea and set sail. Send your armies in and around Cameliard north along the road to near Amans. Take it and build Light Infantry there.

The Road Ahead

You now own 32 of 68 cities (2 have been razed): almost half the board. Morgan LeFay has been reduced to three cities and will be out on the next turn or the one after that. Prydyn owns nine cities on the island to the west, the Picts own seven cities to the north, and Mordred is as insignificant as Morgan LeFay. That's all you need. Garrison your west coast against amphibious assault from Prydyn and flow north to eliminate the Picts and Mordred. Before you've completed that campaign, all will have sued for peace.

OVERVIEW: BABE WAR

Cities: 74
Ruins: 29
Players: 4
Recommended for Solitaire Play: Passion
Starting City: Flame

This scenario begins by being completely balanced. We chose Passion simply because it suited our mood that day.

Turn 1

In the capital city of Flame, build Pixies. Go due east toward the center of the map with your initial stack. Stop at the temple and get yourself blessed on the way to Jadeyon. Take it and build Grannies. Split forces and send your Demon on to take Ulwood and build Teenagers there.

Turn 2

Rejoin your Hero and the Demon, then move east to take Arkexrow and build Thieves. Continue to take Paslithorn. Build Muscle Babes there. Split the group again and send the Demon on by itself. Take Zarobole and build Guardswomen there. Finish your turn by taking Sylleaf and building Nymphs there.

Turn 3

Begin building a stack outside Chelulpel with units from Ulwood and Jadeyon. Send your Hero north along the road to Lynisrow; occupy it and build Girl Scouts. Send the Devil south-southeast along the road toward the Land of Corruption.

Turn 4

Send units in the inner circle south to support the campaign on Corruption. The second- and third-circle units should combine and go north to build toward the conquest of Chelulpel. Add your Hero and attack. Build Sorceresses there. Send any surviving units that can still move north toward Mikirmoss. Send three Pixies from Flame northwest into the Land of Innocence. Send your Demon further along the inner circle road to Chelithorn, take it, and build Sprites there. Step across the road to Limulrow, take it, and begin production of Guardswomen there.

Turn 5

Corruption razes Chelithorn and Lumulrow without provocation and goes to war against you. Trampsville, the capital of Corruption, is unguarded. Send your Hero north and take Mikirmoss with a stack of available units from the road. Claim the city and build Huntresses there. All bets are off and you want to kill your opponents quickly. Send one Pixie southwest from Flame toward Trampville. Send your Pixies in the Land of Innocence northwest to attack and raze every undefended city there. In this game, we moved as follows: Korestin,

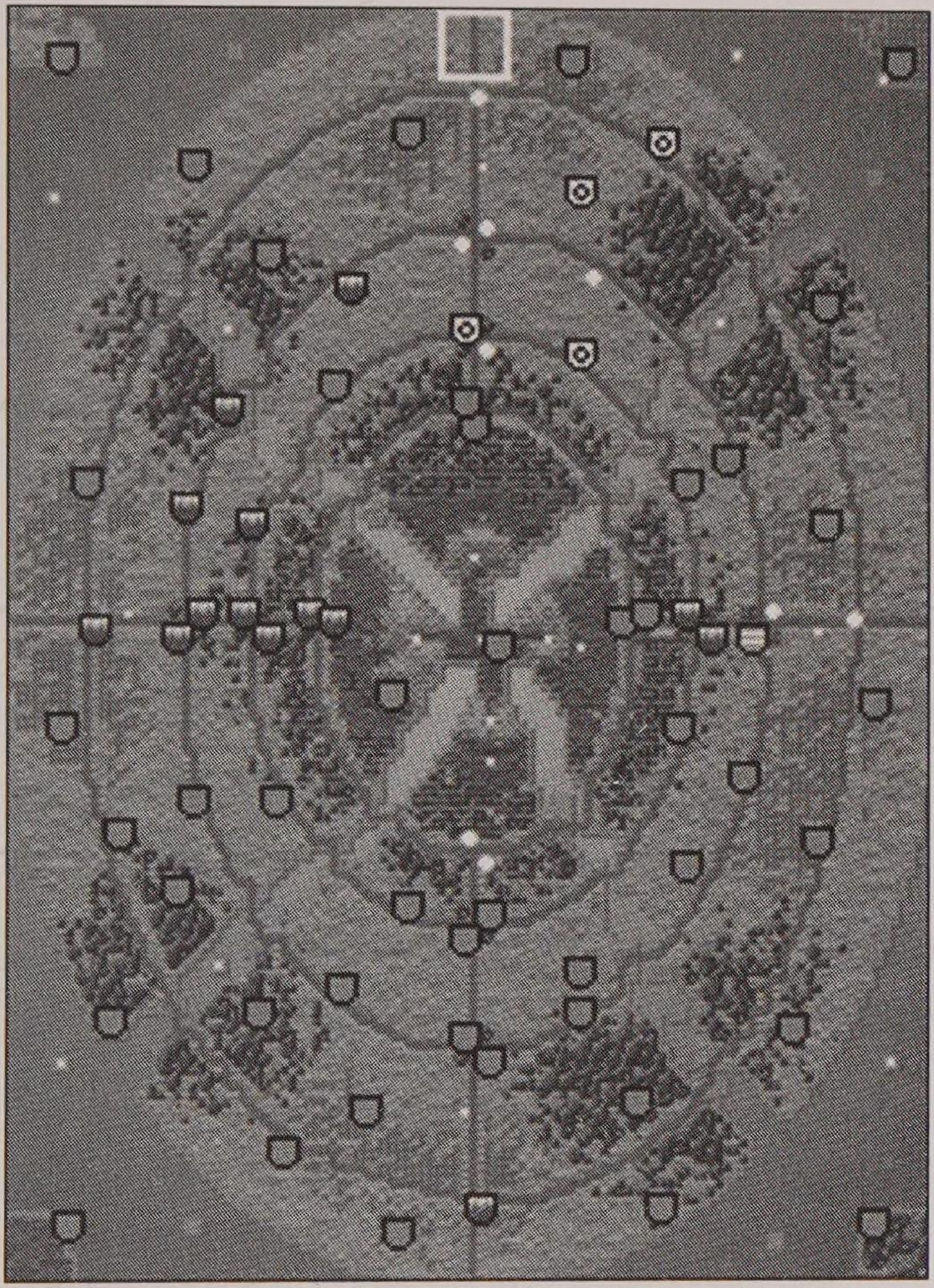


Figure 2-5. *The strategic situation as of Turn 7.*

Zarila, Pasallom, and finally the capital of Innocence at Shining Land.

Turn 6

Send Pixies southeast toward the capital of Ice Empress at Wasteland. Send all units, except Pixies who are currently in the Lands of Passion, northeast toward the Land of Innocence. Start building a stack near Jadkin, on the second circle from the outside in the Land of Innocence. Send your other Pixie southeast along the road to the undefended Trampsville. Take this city, build Pixies, and hold it. Corruption is out of the game.

Turn 7

Finish your stack near Jadkin, occupy the city, and build Priestesses there. Group units and garrison the city. Send Pixies from the Land of the Ice Empress south to attack and raze all undefended cities. In this replay, the order was as follows: the capital of Wasteland, Imia, and just short of Waraxrock. Move all other Pixies toward this city.

The Road Ahead

You have 14 of 68 cities; your closest competitor has only 4. From this point onward, expand into neutral cities to build your power base and to keep your two remaining enemies from growing. Use the Pixie tactic to raze any undefended cities and look for opportunities to take the final cities while they have other armies in the field, thereby removing them from the game.

OVERVIEW: CALADOR

Cities: 85

Ruins: 40

Players: 8

Recommended for Solitaire Play: Militarists

Starting City: Kenegal

Use a combination of Blitzkrieg and shock tactics to rapidly establish a strong seat of power for the Militarists. The key to this scenario is to ignore the Ruins and to focus purely on conquering all neutral cities within range as rapidly as possible.

Turn 1

Build Cavalry at home in Kenegal. Stack units there and go east to Taresdra. Take this city and build Infantry there. Go on to take Palyk and build Infantry there.

Turn 2

Use units from newly captured cities to build a stack outside Riverridge Keep. Occupy it and build Longbowmen. Split out the Infantry, continue southeast, and seize Dyrlath City for the production of Elite Corps. Move south toward the Alpha and Beta garrisons on either side of the critical mountain pass that guards the approach to the northern lands.

Turn 3

Send your Infantry from Taresdra west to join the Cavalry from Kenegal and attack Mardrane, in the western forest. Take it and build Crossbowmen there. Separate the Infantry unit and continue northeast to Damanrelly. Take it and build Infantry. Return in the direction from which you came. Build a stack near the Alpha and Beta Garrisons and take them both. Build Crossbowmen in Alpha Garrison and Infantry in Beta Garrison. Turn back to the northeast and approach Yyrdana. Take this city and begin production of Axemen there. Vector production from Damanrell, Mardrane, and Kenegal to Beta Garrison.

Turn 4

Take units from Taresdra and those coming down from the conquest of Damanrell and embark them on boats at Taresdra. Do the same with the units at Palyk and Riverridge Keep. Move other units, except the Alpha and Beta Garrisons, to Cadraones. Occupy it and build Crossbowmen. Declare war on the Syakune Empire, in the northeast corner of the map.

Turn 5

Your Hero and Elite Unit continue northeast to Yuis. Take the city and build Infantry. Continue the amphibious buildup and begin sending units southwest toward the hidden cities of Drarion, Moriak, and Darion Keffa. Vector production from Wyrdana, Cadraones, and Dyrlath City northeast to Yuis in preparation for your war on the Syakune Empire.

Turn 6

Continue moving amphibious units southwest. Move your Hero and accompanying units northeast toward Nevoport, the capital of the Syakune Empire.

Turn 7

You have received a second Hero. Send it to Alpha Garrison. Continue the amphibious push. Send Alpha Garrison south through mountain pass toward undefended Allen's Gate. Send the first Hero stack to take Nevoport and build Elite Corps. Head southeast toward Fort Tyrasomy, the last bastion of the Syakune Empire. The first amphibious group moves in range of and takes Drarion Moriak. Build Evil Spirits there. Now that the Beta Garrison is ahead in the pass, send the second Hero's stack through the pass as well. Declare war on House Derspar.

Turn 8

Vector production from Taresdra, Palyk and Riverridge Keep to Alpha Garrison. Cease amphibious embarkation, you have enough units to finish the job on the western port cities already. The lead stack in the mountain pass continues south to take Tarkhen's Bend. Begin training Infantry units and leave one unit to garrison the city. Allen's Gate falls for the production of Infantry. Leave one unit to garrison the city then return to Tarkhen's Bend and garrison that city. Continue moving amphibious units south and take Drarion Keffa. Occupy and build Holy Spirit units. Move the accumulated stack at Yuis southeast to take the city of Thyronine. Build Infantry units there. Turn the survivors southwest toward Craede. Take Hero stack that is headed toward Fort Tyrasomy, visit the nearby Temple for a blessing, and continue southeast to the Ruins. Battle your opponent there to gain gold and glory. Keep units from Alpha and Beta Garrisons flowing south to support war on House Derspar.

Turn 9

Continue flowing units south into Tarkhen's Bend, then conduct an assault on Kranalak to the southeast. When the city falls, build Mercenaries there. Replenish losses to the Hero stack and continue south to take Masithus. Build Infantry units there. Send units from Allen's Gate southwest to Dersparan, the capital of House Derspar. Send your Hero back toward them. You will take out the capitol next turn. Start flowing northern amphibious groups back to bridge by Palyk to disembark and rejoin the land campaign.

Returning to the northern campaign, your Elite Corps stack should continue southwest to take Craede and begin training Infantry before turning the stack east toward the coast,

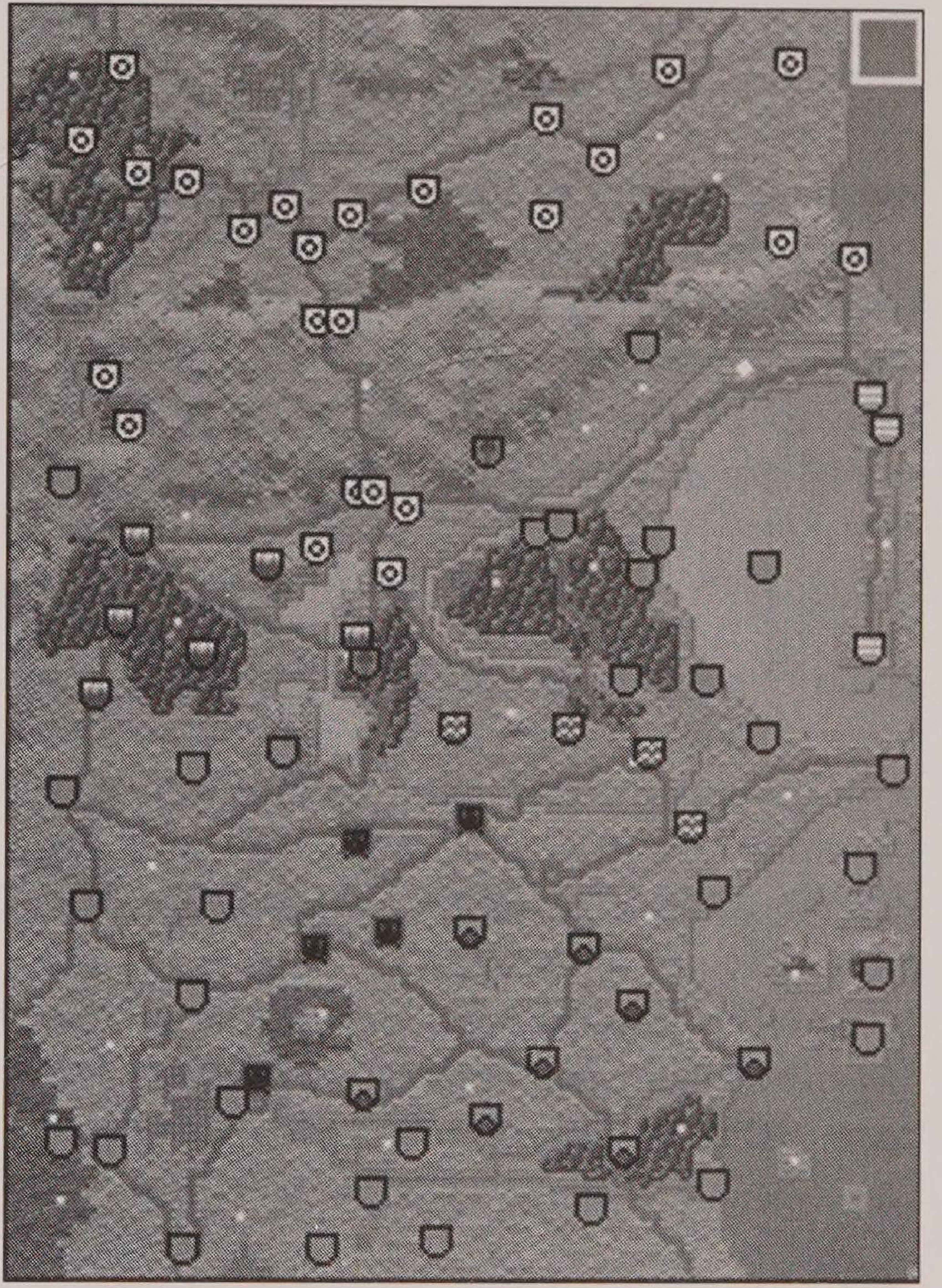


Figure 2-6. *The strategic situation as of Turn 10.*

staying north of the wooded area. Send armies from Nevoport, Yuis and Tarenon northeast toward the free city of Imistol in the northwest corner of the map. The first Hero's stack heads southeast to close out the last bastion of the enemy at fort Tyrasomy. Build Artillery there. Continue to the east around the tip of the mountain range with any remaining movement points.

Turn 10

Rahn Sim Lir declares war on you. Return the favor. Complete the stack outside Dersparan with your Hero and units coming down the mountain pass. Garrison the city and build Knights there. Next, take Sorrow Guard on the eastern coast at the edge of the mountains. Build Elite Corps there. Finally, take Imistol in the northwest corner of the map and build Unicorns there.

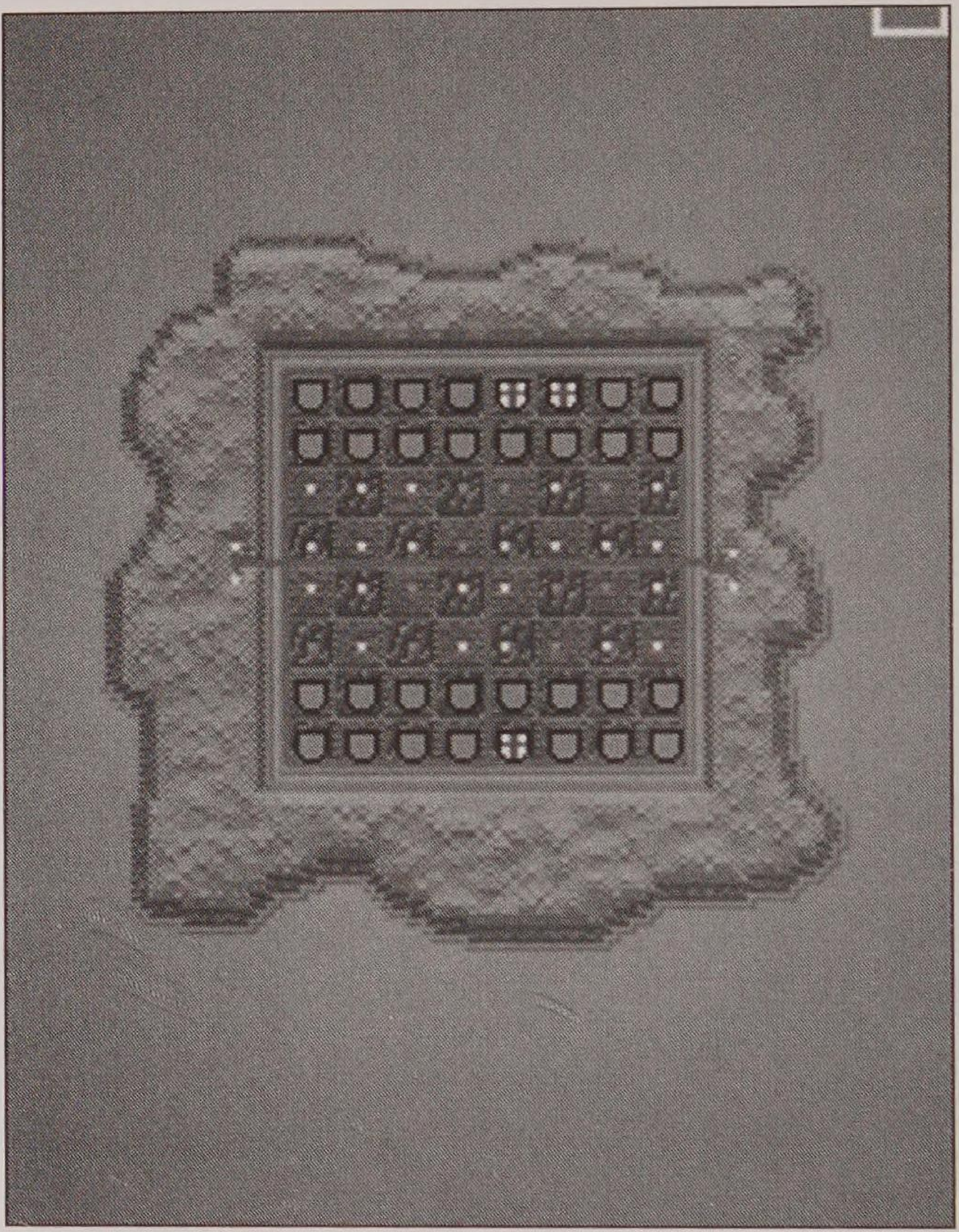


Figure 2-7. *The strategic situation as of Turn 9.*

OVERVIEW: CHESSBOARD

Cities: 32
Ruins: 36
Players: 2
Recommended for Solitaire Play: White
Starting City: White King

The forces begin dead even. White is the logical choice because it moves first.

Turn 1

As in real chess, playing white allows you to move first. Build White Kings in White King. Send your Hero and a White King due north along the main path to just west of the first Ruin. Send them separately, to take advantage of maximum movement.

Turn 2

Keep moving north.

Turn 3

Continue moving your Hero north. Move the White King to Black King Castle. Take the city and build Kings. Move your King in place with your Hero.

Turn 4

Move the newly constructed White King toward the enemy down the main road.

Turn 5

Move units to just outside King's Bishop, the only Black city.

Turn 6

Keep moving. You're counting on the King unit from Black King city to help finish your stack.

Turn 7

Continue movement of units.

Turn 8

Continue movement of units.

Turn 9

Attack with your Hero and three Kings. You win.

OVERVIEW: CHESCIV

Cities: 67
Ruins: 24
Players: 2
Recommended for Solitaire Play: Yanks
Starting City: Washington, D.C.

Sheer aggression and audacity will carry the day for the Yanks. Delay your assault on the south only long enough to build a small power base in the north if your initial attack fails.

Turn 1

Take your Hero north to the Ruin, seek and find a bonus (in this case, it was the Henry Rifle Battle +2). Continue north, take Rockville and build Light Cavalry units there, and then return to D.C. Send the Custer unit to Arlington. Capture the city and build Heavy Cavalry there. Continue west toward Manassas.

Turn 2

Take your Hero southeast to the temple and receive a blessing. Continue southeast toward Waldorf, Maryland. Custer takes Manassas. Build Sentries there, then continue southwest toward Culpepper. Send Heavy Infantry from D.C. northeast to take Columbia. Build Light Infantry there.

Turn 3

Send Cavalry from Arlington southwest along the main road toward Fredericksburg. Do the same with the D.C. garrison. Your Hero takes Waldorf and builds Heavy Infantry there. He then continues south to Hughesville, taking it and building Riflemen there. The Custer unit takes Culpepper and builds Heavy Cavalry there, then turns back to the southeast, toward Fredericksburg. Send the Manassas garrison toward Fredericksburg as well. Send the Cavalry unit from Rockville toward Annapolis. Send the two units from Columbia northeast to Baltimore. Start building a stack to take this key city.

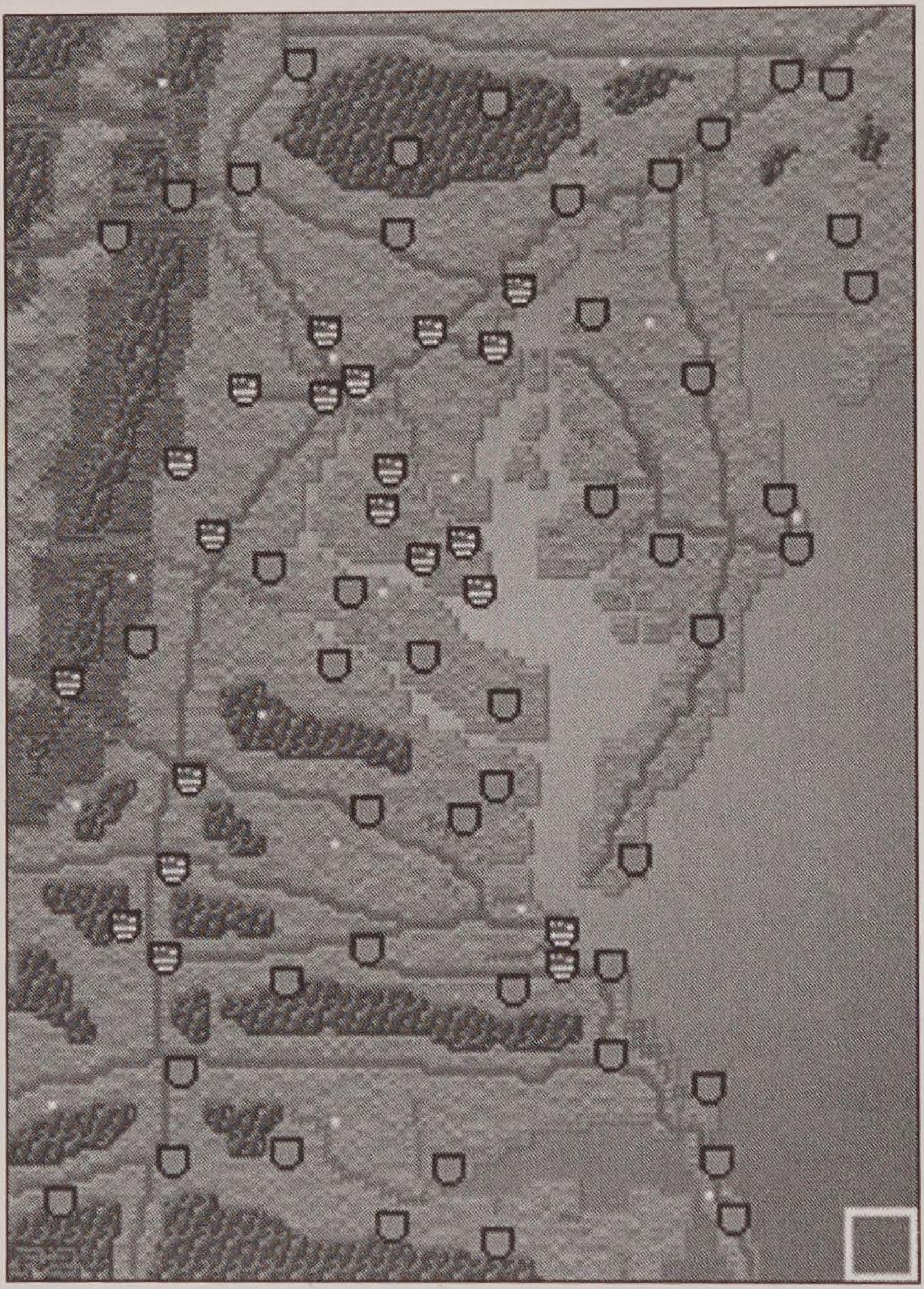


Figure 2-8. *The strategic situation as of Turn 11.*

Turn 4

Take Annapolis and build Cannon there. Send your unit north to join the assault on Baltimore. Your Hero continues southeast along the Chesapeake Bay Peninsula, capturing Tall Timbers, where he will begin production of Light Cavalry. Join forces around Fredericksburg and capture it. Build Woodsmen units there. Send any units with movement left toward Richmond. The enemy proposes fighting in the field. Agree to his conditions, since you're already far superior by now.

Turn 5

Your Hero takes Lexington Park. Build Mounted Scouts there. Continue southeast to Point Lookout. Occupy this city and build Sentries. Continue sending units down the main road to Richmond. Take the city and build Light Infantry. Send the units from Annapolis and Columbia to be added to the stack at Baltimore, then take the city and begin building Gatling Guns there.

Turn 6

Send Cavalry south from Richmond to capture Petersburg and build Zouaves there. Start vectoring all production from the north to Petersburg and Richmond, except for units on the Chesapeake Bay Peninsula. Send all armies produced there to Point Lookout, to build amphibious groups to raid the southern coast. Continue flowing units southward, toward Richmond.

Turn 7

Flow a stack from Richmond to Petersburg.

Turn 8

Move the stack from Petersburg southwest to Farmville. Capture this city and begin training Canadian Scouts. Move your Hero stack down the coast.

Turn 9

Move stack from Farmville southeast to Lawrenceville and take it. Build Zouaves there, then return north. Move the stack from

Richmond northwest toward the last Rebel city (which, in this case, was Charlottesville). Offload your Hero and armies at the port near Newport News.

Turn 10

Conduct an initial assault on Charlottesville to thin out the forces located there (usually Cavalry). Continue moving other units toward the city, with the exception of those needed to kill the Rebel Hero and any accompanying units that are still in the field. Use your Hero and units to take Newport News. Build Heavy Cavalry there. Then continue south, take Norfolk, and build Cannon there.

Turn 11

Take Charlottesville and you've won it all. There's no need for a road ahead.

OVERVIEW: CIVIL WAR

Cities: 50
Ruins: 10
Players: 8
Recommended for Solitaire Play: Royal Family
Starting City: Enmarz

Introduction

This map presents many geographical challenges. Movement is almost always hindered by poor terrain and by walls, which cannot be flown over, and which also limit the direction of movement. The Royal Family is the best choice for you to play because they start the game producing flying units—Pegasi. These will allow faster movement, which will hasten the capture of cities. Also, the Royal Family's capital is located in the northwest corner of the map, surrounded by a wall for protection. Ruins will be important in this scenario, because they are a good source of powerful units. Because of the length of time required for movement, this walkthrough has been arranged in groups of turns, each with set objectives.

Turn 1

Begin production of Pegasi in your capital of Enmarz. Group the units in Enmarz and fly southeast, toward Enmare.

Turn 2

Capture the city of Enmare and begin production of Wolfriders there. They take twice as long to produce as Pikemen, but their movement is twice as fast, which will more than make up for that. Next, head southwest and search the Ruins in that direction before turning northeast, toward the opening in the wall.

Turns 3 Through 8

Send the new Pegasi from Enmarz southeast to capture Gartnash and begin production of Light Infantry there. Separate the Hero from his stack and send him to search the Ruins northeast of Gartnash. When he is finished, group him with the Pegasi that have liberated Gartnash and fly them northeast, toward

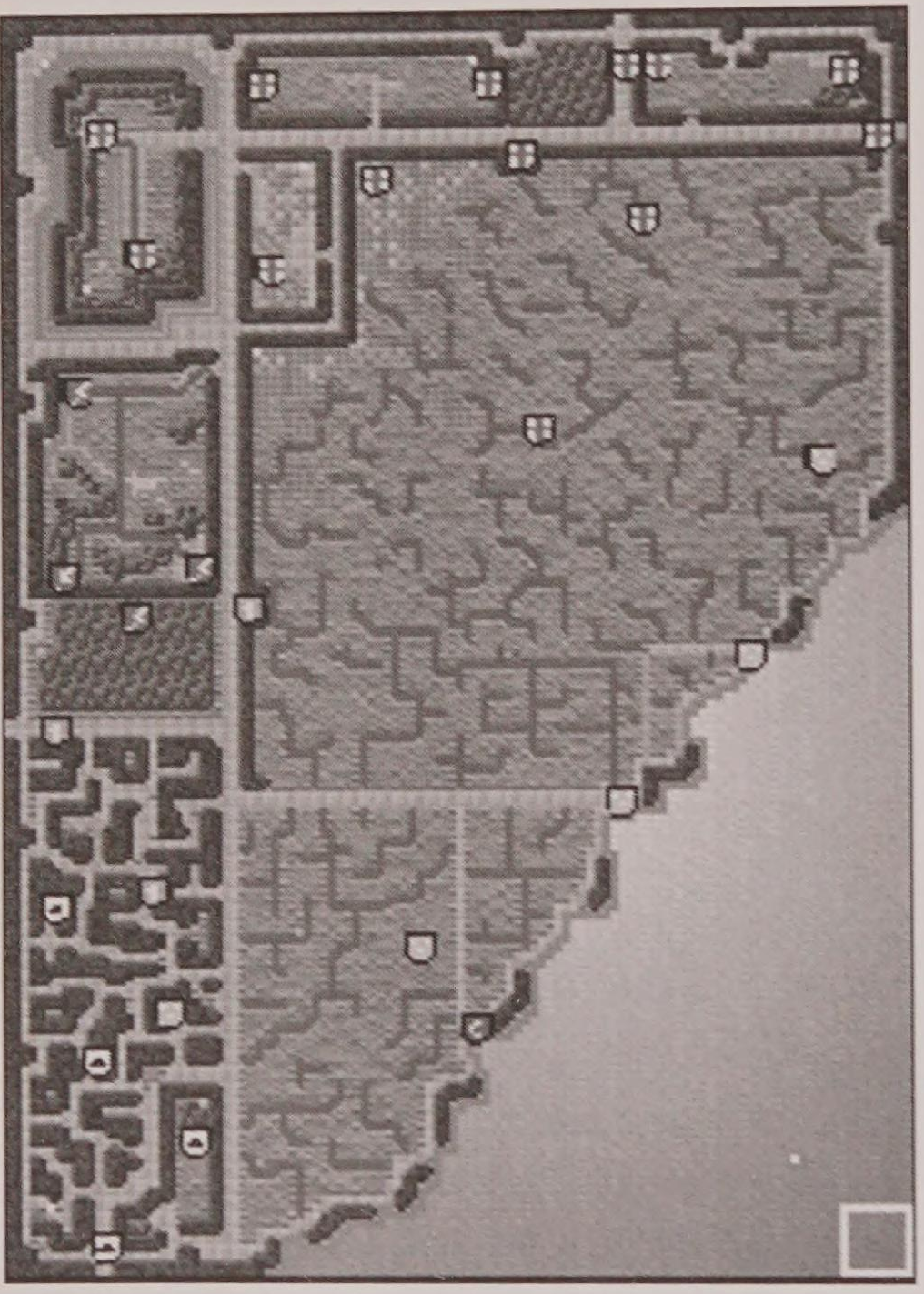


***Figure 2-9.** The tactical situation as of Turn 30.*

Haemshine. Send the units that were with the Hero northeast, to seize the city of Jahlsmeru for the production of Archers. Begin flowing the production of your cities east, to prepare for further attacks. The Royal Family's eastern cities should be safe as long as your diplomatic standing is good. The Guards, Woodsmen, and Merchants, to the south, will occupy each other and thereby keep each other from growing too large. Do not take this for granted. Remain vigilant.

Turns 9 Through 19

For the next 10 turns, you will expand to the east along the stone path. Continue moving the Hero stack toward Jahlsmeru. When Jahlsmeru falls, begin production of Light Cavalry units, then search the Ruins north of the city. After the search is complete, send the stack on to capture Harmabh. Begin production of Giants here and keep this city well fortified, because it's one of only four routes to the south and the enemy will soon try to capture it. It must not fall, because it will provide an excellent jumping-off point for later operations to the south. To keep this city safe, and to eliminate the tedium of repeatedly moving units, vector production from Enmarz, Enmare, Jahlsmeru, and Haemshine to here. Continue flowing units to the east and capture North Gate for the production of Archers. Because at least one of these cities will be occupied by the enemy, remember to declare war one turn before you attack. If your diplomatic standing begins to fall, the safety of the cities in the east may be threatened.

Turns 20 Through 27

Keep watching for enemy units in the open. If you find any, destroy them. Build a stack around your Hero that consists only of flying units. Send him southwest to capture Stinkshelve, where you can begin production of Spiders. These add a defensive bonus of +2 in cities. By now, a second Hero will have appeared. Build a flying stack around him and send it southeast to capture Garlang and start production of Elementals. Use the remaining units to seize East Use the remaining units to seize East Gate and Barsarn; begin production of Archers and Giants, respectively, in the two cities.

Turns 28 Through 30

Fly the Hero stack from Garlang southwest, to capture Cantberrya. Use any available units to seize Marholme. The capture of these two cities should eliminate at least two of your opponents.

The Road Ahead

Begin building powerful units and sending them down the stone path on the east side of the map. When they reach the coast, move them southwest, capturing all the cities along the way. If you can block the two roads leading north along the west side of the map, you can leave your cities virtually unprotected. If possible, eliminate the Guards while maintaining good relations with the Woodsmen and the Merchants. This should keep the remaining two fighting between themselves, weakening them before your final thrust.

OVERVIEW: DANTE'S INFERNO

Cities: 57
Ruins: 34
Players: 6
Recommended for Solitaire Play: Traitors
Starting City: Caina

The Traitors enjoy a relatively isolated and easily defensible position in the southeast corner of the map. Although they begin with less money than most of their adversaries, their superior starting position is worth the tradeoff. Concentrate on securing the mountain pass to the west as soon as you can.

Turn 1

Begin production of Minotaurs in your capital city. Stack your Hero with the Wrathful. Head south toward Cocytus Lake.

Turn 2

Take Cocytus Lake, begin production of Centaurs, then head into the water.

Turn 3

Move your Hero stack east-northeast across the lake to the port outside Ptolemea and offload. Leave the Minotaur you've just built in garrison.

Turn 4

Visit the Ruins southeast of your position with your Hero stack to learn of valuable items there. Head northwest toward Ptolemea. Take the Minotaur and Centaur from your two cities west, toward the City of the Giants.

Turn 5

Take the city of the Giants and, naturally, build Giants there. Send the survivors of the attack due south, toward the mountain pass. Move the Minotaur from Caina toward the same pass. Move your Hero and your Wrathful northwest to Ptolemea. Capture the

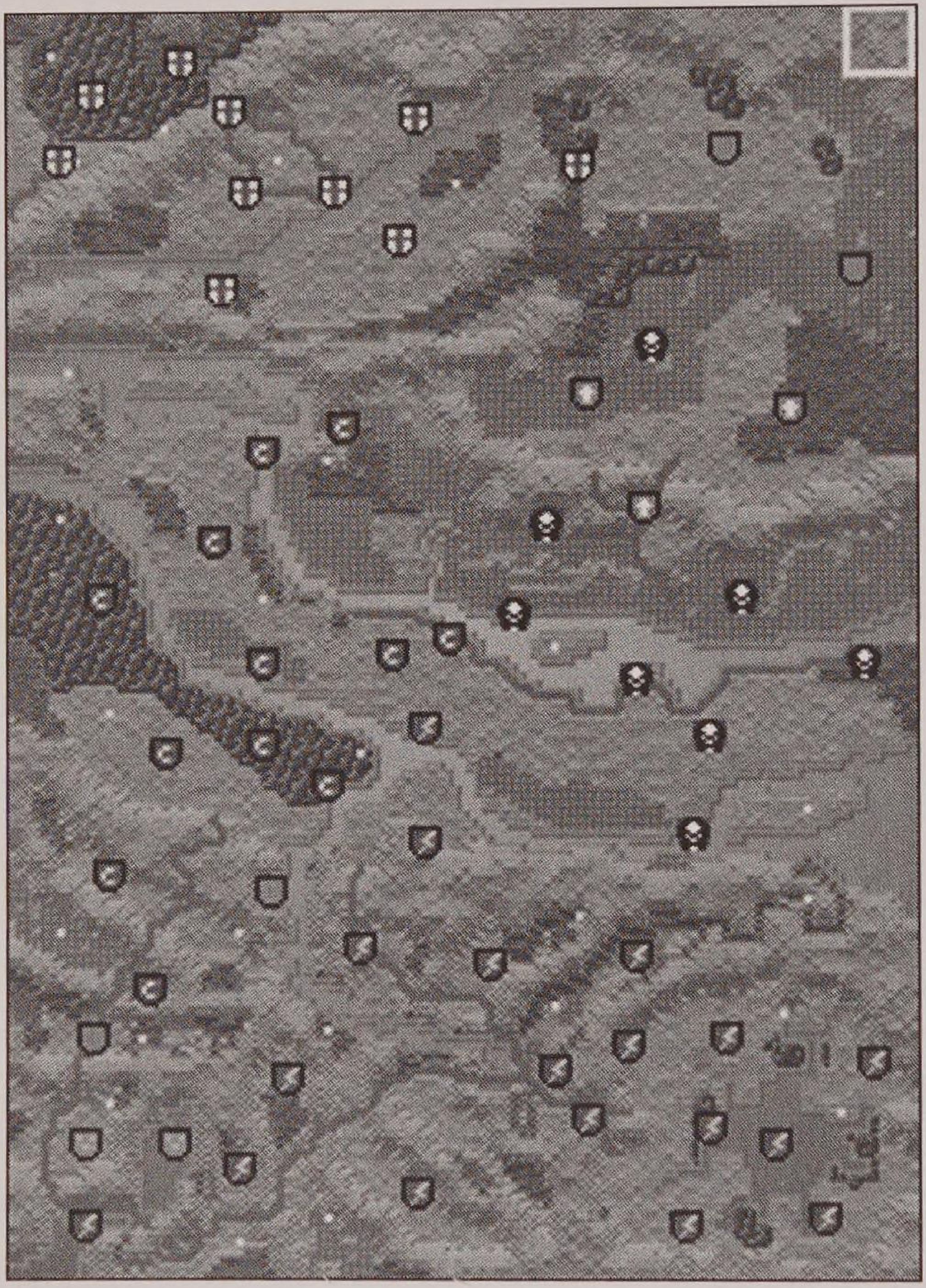


Figure 2-10. *The strategic situation as of Turn 14.*

city and begin building Serpents, then head back to the northernmost seaport on that slice of land and set sail.

Turn 6

Move the Centaur from Cocytus Lake, along with other inbound Minotaurs, to the city called The Well, in the middle of the pass through the mountains. Take The Well and build Devils there. Move back out and continue through the pass. Move your Hero unit due north and down the right fork in the lake to a port. Disembark due east of the temple, which you must visit next.

Turn 7

Start vectoring all units, other than your Hero, to The Well. Take your Hero to the Temple and pick up an item. Move him toward The Well. Take the Minotaurs who conquered The Well earlier and finish moving through the pass, then head north to Falsifier Bowge. Take it and build Sorcerers. Send your surviving units northwest along the road, to the next canyon on the right.

Turn 8

Send your Hero past The Well and through the mountain pass, then turn north-northwest along the road. Send your Minotaurs along the road, then north to Discord's Bowge. Take it and build Heretics there. Start moving some units down the southernmost road (left side of the fork). Send the Serpent from Ptolemea west to the harbor to set sail. Have the Centaur at Cocytus Lake set sail as well.

Turn 9

Have the Minotaur from Caina head south to the port and set sail. Amphibious units in the lake should move to the southernmost point and land at the port there. Send the Serpent from Ptolemea west to set sail at the port. Begin vectoring units from the Giants to the city of Falsifier Bowge. Send Minotaurs and units from the right side of the fork northwest toward Geryon's Perch. Move your Hero and the Sorcerer from Falsifier's Bowge northeast to take the city of Disease Valley. Build Giants there, then send the stack back the way they came. Move your Giant on the southern road west, then south, into the valley that contains the Bowge of Fraud.

Turn 10

Continue flowing amphibious units south to the port in your lake. Move the Hero stack back to the fork in the road, then left along the southernmost road. The Giant takes the Bowge of Fraud and commands that Demon Chiefs be built there, then returns northwest to the road. Release the Sorcerer from the Hero stack and have him move west along the road, then north to approach Hypocrite Bowge. Three Minotaurs and a Devil take Geryon's Perch and build Geryon units there. Survivors with movement points remaining continue north throught the mountain pass, then turn northeast, toward the city of Great Barrier. Move units south of the lake eastward in preparation for an assault on Judecca. Move the Centaur from Cocytus Lake south, to the outskirts of the city of Antanora, but don't attack it yet. Move the Heretic unit from Discord's Bowge west-northwest along the road in the direction of Geryon's Perch.

Turn 11

Move the newly constructed Minotaur from Caina southwest, along the shore toward Antenora. Move the Giant from Disease Valley southwest, toward the fork in the road. Move the Sorcerer from Falsifier's Bowge southeast to join the assault on Antenora. Minotaurs assault and conquer the Great Barrier, then build Centaurs there. Move your Heretic north through the mountain pass, in the direction of the Great Barrier. Move the Devil unit north from Geryon's Perch to join it. Move your Hero west along the road, then north to Thieves' Bowge. Occupy this city and build Serpents. Return toward the road. The Sorcerer takes Hypocrite Bowge and builds Gluttons there. Move your Giant on along the southern road, then toward the mountain pass and the port beyond it to the west of Hypocrite Bowge. Declare war on the Hypocrites.

Turn 12

A group of two Centaurs and a Sorcerer takes Antenora and orders that Traitors be built, then turns northwest to the seaport and sets sail. Move the Devil from The Well along the southern route, then vector The Well's production to the Great Barrier. Vector production from Discord's Bowge and Geryon's Perch there as well. Move units in the north toward the port due north of Great Barrier. Array your Hero and your two Giants in the field near the Hypocrite Hero. Offload your Sorcerer in the southwest corner of the lake on which he is currently located.

Turn 13

Begin moving amphibious units on Cocytus Lake toward the central island. Take Judecca, the southeasternmost city, and build Lucifer units there. Go amphibious with any survivors from that stack. Begin vectoring production from Ptolemea to The Well. Do the same with Caina and Cocytus Lake. Send production from Antenora, Judecca, and Disease Valley to Falsifier's Bowge. Group units in the area with your Hero and take out the leader of the

Hypocrites, hoisting his orange banner in your caravan to prove that you did. Return south to the road, then west, toward the port west of Hypocrite Bowge. Move Gluttons in that direction as well. Move your Sorcerer from the western lands along the southern road to capture Barrator's Bowge. Build Demon Chiefs there. Stay in garrison in the city until other forces arrive in the area. Keep sending units out to sea from the port north of the Great Barrier.

Turn 14

You will be offered a second Hero, this time in the Bowge of Fraud. Amphibious units in Cocytus Lake take Earth's Center, the city on the center island, and build Giants there. Vector production from there to The Well immediately, then head back toward the city of Cocytus Lake to disembark on the next turn. Move your stack from the port at Great Barrier north-northwest, to the city known as the River of Blood. Take it and build Minotaurs there. This will be your jumping-off point to the northern lands. Vector all the units produced in and coming into the Great Barrier across to the River of Blood.

The Road Ahead

You're now in a position to eradicate the Hypocrites during the next two turns and to begin flowing northward from River of Blood and Barrator's Bowge. You control 18 of 57 cities, which is almost one third of the board. Your biggest challenge will be the Heretics, who have 12 cities, but you're in a well-defended position and they're not. Also, you're poised to strike both from the south and from the east in a large pincer movement, which should allow you to roll up their empire without too much difficulty.

OVERVIEW: DARK CONTINENT

Cities: 44
Ruins: 20
Players: 6
Recommended for Solitaire Play: French
Starting City: Marseilles

The African scenarios are among the most difficult you'll encounter in the entire game. The reason for this is simple: Africa is a vast open continent with very few roads to speed movement, so it takes a long time to get things done.

Turn 1

Begin training Legionnaires in the capital city, then group the units there and send them due east to Toulon. Occupy it and build Legionnaires. Enter the water with the rest of their movement.

Turn 2

Sail southeast and land at the port north of Tunis.

Turn 3

Take Tunis and improve production to include Settlers, Police, and Mounted Infantry, giving the city a defense value of 2. Build Settlers there for now. Split your stack. Send the Legionnaire west along the coast toward Oran. Send your Hero south toward Tripoli.

Turn 4

Send the Legionnaires from Marseilles and Toulon west along the road, following it southwest until they eventually reach Gibraltar. The Legionnaire in North Africa continues toward Oran. Your Hero continues toward Tripoli.

Turn 5

Continue moving toward Gibraltar. Seize Oran. Improve production to include Settlers, Militia, and Miners. Build Militia there. Continue west toward Tangiers. Tripoli is captured before your Hero can get there. Head back toward Tunis.

Turn 6

Two Legionnaires eventually reach Gibraltar and capture it. Improve production to include Settlers, Police and Mounted Police units. Build Settlers for now. Have one of the Legionnaires set sail. Your Legionnaire in North Africa should continue west toward Tangiers.

Turn 7

Take Tangiers. Improve production to include Settlers, Levies, and Lancers, then begin production of Settlers. Send the amphibious unit from Gibraltar toward Tunis in preparation for an assault on the Italians. Have all other port-city units set sail in the same way and move toward Tunis. Declare war on the Italians.

Turn 8

Have the Legionnaires set sail from Marseilles and Toulon, southeast to the port south of Naples. Send all other units east to lend support except the Legionnaires at Tangiers. They should go southwest along the coast road to Casablanca, taking it and improving production to include Settlers, Militia, and Lancers. Build Militia for now.

Turn 9

Have two Legionnaires disembark south of Naples. Flow another Legionnaire and a Settler toward the port at Naples. Send the Legionnaire from Casablanca southeast to capture Marrakech. Improve the city's production capabilities to include Settlers, Police, and Mounted Infantry, and begin building Police. Return the Legionnaire to Casablanca. Your Hero, a Police unit, and five Settlers conduct an amphibious assault on Malta. Occupy and improve production to include Settlers, Militia, and Mounted Infantry, then begin training Militia. Stay on your ships. Another amphibious Legionnaire sails to undefended Gtania and claims it for the production of Artillery. Keep the Legionnaire in garrison. Improve production to include Settlers and Levies to give the city a defense value of 2.

Turn 10

Legionnaires in Italy capture Naples and start production of Bersaglieri, then continue north to capture Rome, where more Bersaglieri will be produced. This eliminates Italy from the game. Leave units in garrison at each city, then begin massing forces at Malta for your next campaign.

Turn 11

Move units to complete a full stack in Malta under your Hero's control. Start building another stack in Tunis. Garrison elsewhere.

Turn 12

The Egyptians are not only your next closest adversary; they're also the one most weakened by an ongoing war with Mahdists. Have Legionnaires set sail from Toulon and Marseilles, then end your turn.

Turn 13

Take the Hero stack from Malta east-southeast, to the port near Alexandria. Occupy it and build Fellahs there, but improve production by adding Settlers and Levies to improve the defense of the city. Move the French Legionnaire amphibious group south and have them disembark at Tunis in preparation for an overland assault on Tripoli.

Turn 14

Begin the march south from Tunis toward Tripoli, leaving one unit in garrison. Have Legionnaires and Artillery set sail from Italy and Sicily; also send two nearly complete stacks of Settlers from Gibraltar and Tangiers. Have Militia set sail from Oran. Send the Hero stack south from Alexandria to conquer Cairo. Occupy the city and improve production to include Settlers and Levies, but build Fellahs. Stay in garrison for now. Improve production and begin building Machineguns in Malta.

Turn 15

Continue moving toward Tripoli. Have Legionnaires set sail from Toulon and Marseilles. Move other seaborne French units toward or into Alexandria. Move Fellahs from Alexandria south to join the Hero/Legionnaire on the road halfway between Cairo and Wadi Halfa.

Turn 16

Continue moving amphibious units toward Alexandria, but when they come within range, land them at the port on the opposite side of the Nile River. Continue the march to Tripoli. Send Legionnaire south from Alexandria to Cairo. Send Fellahs from Cairo south to Wadi Halfa to join the Hero stack in an assault on that city. Occupy it and increase production to include Settlers, Levies, and Witches. Build Witches for now. Change production in Casablanca to Lancers. Change production in Marrakech to Mounted Infantry.

Turn 17

The march on Tripoli continues. The move toward the port at the Nile continues and the first troops make it ashore. Continue moving seaborne units from Sicily to this destination. Start moving Fellahs from Alexandria and Cairo southward, to join your Hero at Wadi Halfa.

Turn 18

Have the Legionnaires set sail from Toulon.

Have the Machine Gunner embark at Malta. Send the first units ashore at the Nile, toward Suez. Land seaborne units at the Nile and at Alexandria. Send units from Alexandria south past Cairo to their extent of movement. Take Tripoli. Improve production to include Settlers, Levies, and Machineguns. Build Machineguns. Change production at Tangiers to Lancers; change production at Gibraltar to Mounted Police. Change production at Tunis to Mounted Infantry.

Turn 19

Take Suez, putting Egypt out of the war. Improve production to include Settlers, Levies, and Machineguns. Build Machineguns. Everyone declares war on you. Return the favor. Send the Nile units south, toward the Mahdist positions.

Turn 20

Have French Legionnaires embark in Toulon. Continue marching toward Mahdists. Send units in Italy down to their port at Naples and have them set sail. Move the Witch from Wadi Alhaba into position near Addis Ababa.

Turn 21

Continue moving. The Zulus attack Casablanca unsuccessfully.

Turn 22

En route to El Obeid, your Hero encounters Mahdists in the central foothills and routs them. Flow newly produced Machinegun units toward the front, as well as everything else within range.

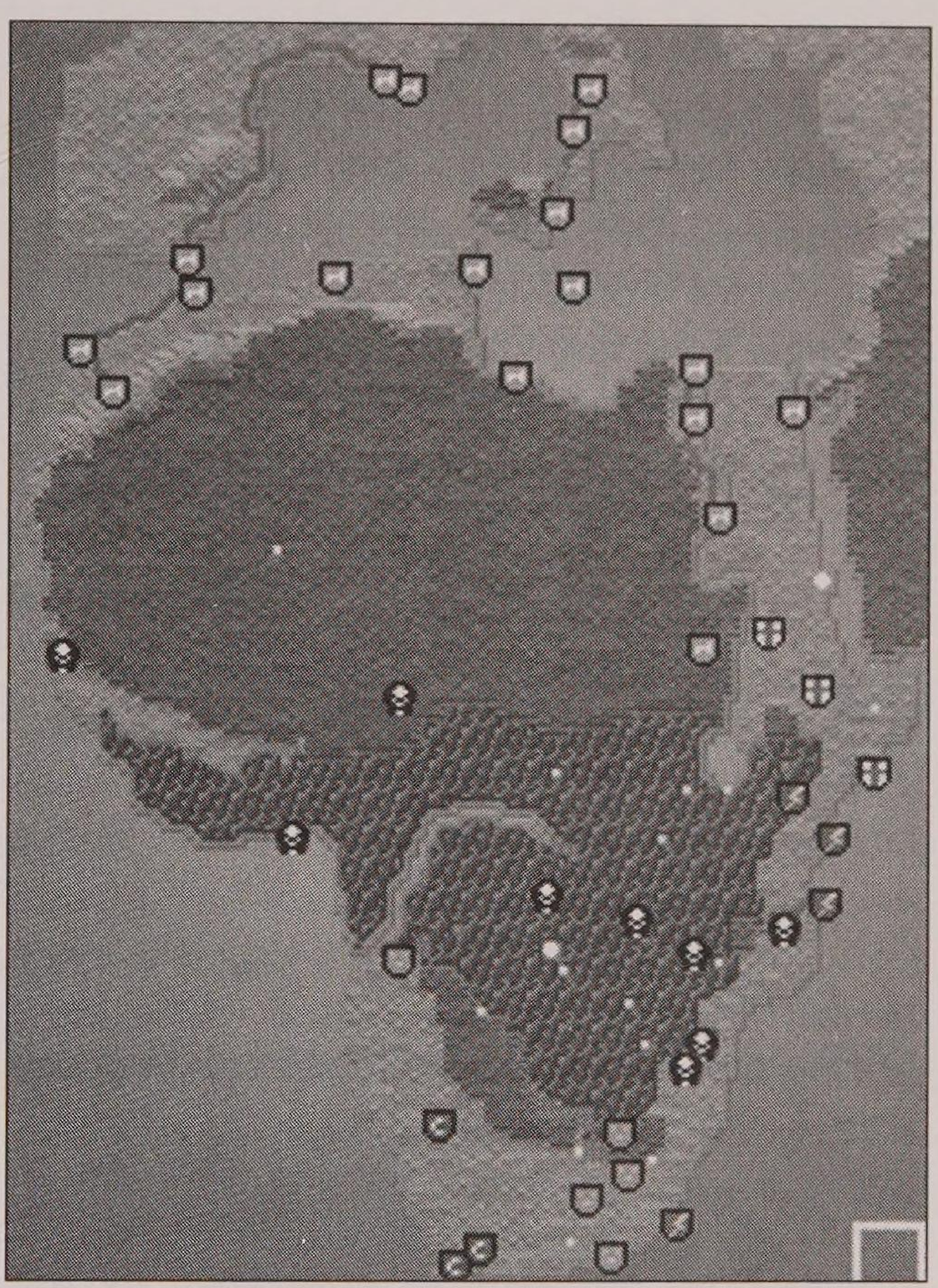


Figure 2-11. *The strategic situation as of Turn 24.*

Turn 23

Continue flowing south. It's a slow process. More Madhists meet their deaths in the field.

Turn 24

Continue moving south. Take El Obeid and build Dervishes there.

The Road Ahead

Here you have the springboard to the southern lands that you need. You can hold the front and begin vectoring troops to Casablanca and Suez from your northern holdings. Send large amphibious groups down the coasts from each of these locations, securing the port cities and encircling your enemies over time.

OVERVIEW: DIPTHAR

Cities: 64
Ruins: 40
Players: 8
Recommended for Solitaire Play: Goblins
Starting City: Cesspool

The Goblins enjoy the same relative seclusion and defense capabilities possessed by the Traitors in the preceding scenario. There are a few more passes to be defended in the mountains that surround their homeland, but, all in all, it's the most logical place from which to build a power base rapidly.

Turn 1

Make Goblins in the capital of Cesspool. Head west, toward the volcano-surrounded Ruin.

Turn 2

Consult the Sage at the Ruin and head west-southwest, toward the city of Choked.

Turn 3

Take Choked and build Goblins there. Continue through the pass to the west and take Lone Fortress. Build Infantry there.

Turn 4

Send three Goblin units from Cesspool east-southeast, toward Leekings. Move the Goblin from Choked to Lone Fortress. Take other units from Lone Fortress west along the road to Elterr and conduct a surprise attack on the Taumaturges. Build Elite Corps there.

Turn 5

Take Leekings; occupy it and build Goblins. Head southwest, toward the southern pass in your mountain range. Change production at Cesspool to Wolfriders and vector them to Lone Fortress. Vector production from Choked to Lone Fortress as well.

Turn 6

Leaving one unit in garrison, move your Hero stack northwest from Elterr to Lone Citadel. Take it and build Infantry there. Leave Elite Corps in garrison and return to Elterr. Your other Goblins should continue toward the southern pass.

Turn 7

Catch the Taumaturge leader in the field and meet him with at least six units. Kill him and take his standard. Return the troops that have been used back toward their cities. Return the Elite Corps from Lone Citadel to Elterr. The

Goblin armies to the south assault and capture the Mouth of Doom, the city guarding the southern mountain pass into the homeland, and begin building more Goblins. Go back inside the range and head west, along the base of the mountains, toward the city of Unzerd Mountain.

Turn 8

Take a group of three Goblins from Leekings through the mountain pass to the east, toward Troll Crag. Take Unzerd Mountain and build Elite Corps there, vectoring them to Mouth of Doom. Return toward Mouth of Doom. Move your Hero stack and units from Lone Fortress to join up near Moscatello, to the south along the road. Take it and build Infantry there. Move the Elite Corps from Elterr south along the road so they can reinforce your Hero on the next turn. Move the Goblin from Cesspool toward Leekings.

Turn 9

Take Troll Crag and build Trolls there. Move units from Leekings to Troll Crag to begin building a stack for an assault on Death Tower, in the northeast corner of the map. Move troops from Lone Fortress, and from the road leading south from it, to join your Hero in a complete stack at Moscatello. Keep building the stack at Mouth of Doom.

Turn 10

Move the Hero stack southeast, toward New Moscatello. You may have to leave the Elite Corps units behind to make sure that you have enough movement to get there and fight. Take the city and build Infantry there. Begin vectoring units from Leekings to Mouth of Doom. Start moving units from Troll Crag toward Death Tower. Move units from Lone Fortress west to Elterr. Move three Infantry units (leaving one as a garrison) from Lone Citadel southeast to Elterr as well, completing the stack there.

Turn 11

Continue flowing units toward the Death Tower. Release Infantry from the Hero stack and move him southwest to the Ruins located in the center of the forest near a lake. The search will turn up a Little Lich. Kill the Lich and confiscate its gold. Begin flowing units from Elterr and Lone Fortress southwest toward the capital and final city of the Taumaturges: Invisible City, which lies along a road in the circular mountain range to the southwest. Use your new-found wealth to improve production at Mouth of Doom to include Batriders (movement of 46).

Turn 12

Keep flowing units southwest to block either end of the road leading into and out of the capital of Thaumaturge. Continue building the stack at Death Tower. Unleash the Goblin Hordes at the Mouth of Doom and send them southeast along the edge of the inlet.

Turn 13

Flow this same Goblin stack around the tip of the inlet and back west toward Goblinsbane (owned by Warlock). Flow your northern group down the road to Invisible City and take

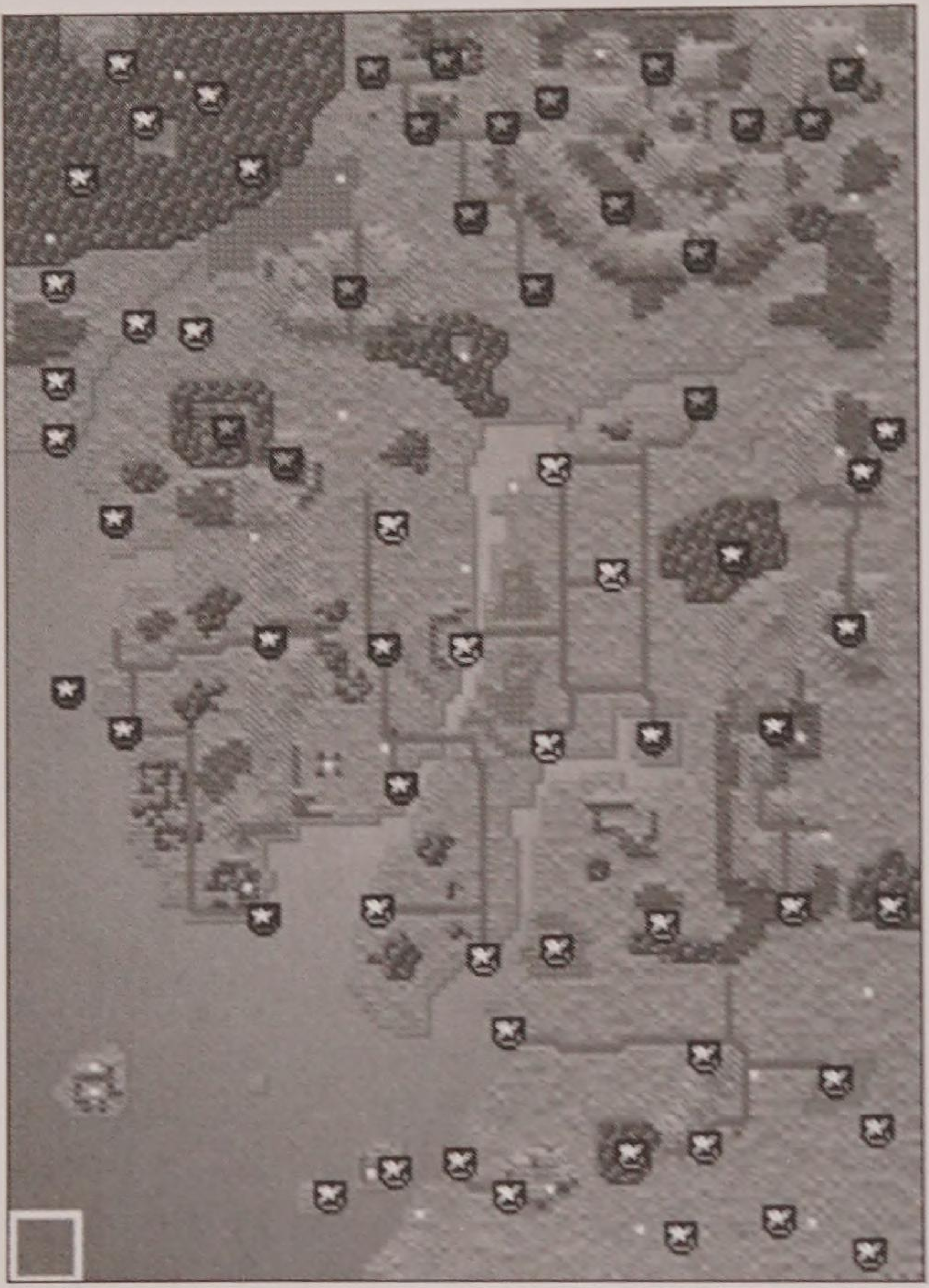


Figure 2-12. *The strategic situation as of Turn 15.*

it, eliminating Thurmaturge from the game. Build Wizards there. Leave a unit in garrison and continue south, to rejoin other forces and your Hero in the next turn or so. Declare war on Elfland and Warlund. Begin moving units from Lone Fortress and Lone Citadel into position near Woodland (to the north between them). Continue moving your Hero and associated units southwest toward Trolltown, located at the uppermost tip of the western mountain range.

Turn 14

Capture Goblinsbane and build Light Horse units there. Capture Woodland and build Woodsmen there. Send your Griffin due south from New Moscatello to begin supporting the campaign against Warlund. Take the Hero stack southwest to capture Trolltown. Build Trolls there. Flow more units out of Mouth of Doom southeast, around the inlet. Take Death Tower and build Ghosts there.

Turn 15

Move the stack from Goblinsbane west along the road toward the Warlund capital at Warhal. Move the Griffin south toward Warhal as well. These units can join up and take the capital on the next turn. Move your Hero and units in the surrounding area to Trollshome, to the northwest of Trolltown, in the forest. Take it and build Trolls there, then return to Trolltown. Move other units in the field in that area south, toward the City of Northfield.

The Road Ahead

You now control 17 of 64 cities, which is more than one fourth of the board. You're poised to knock Warlund out of the game in three more turns, at which point you'll control one third of the cities. All is well.

OVERVIEW: DRAGON REALMS

Cities: 40

Ruins: 24

Players: 5

Recommended for Solitaire Play: Golden Lord

Starting City: Gold Keep

This scenario is set on another of the island maps, this one in the shape of a Dragon's head. Much of the terrain allows rapid movement and there is a fairly good system of roads. The best starting position is that of the Golden Lord. The central location allows quick expansion in all directions. To the north there are only a few cities between your location and the coast. To the northeast, on the other side of a few neutral cities, is a mountain range. On the other side of the range, in the middle of a handful of neutral cities, your opponent is Lady of Ice. By guarding the mountain passes, you can seal Lady of Ice's land units into the northeast section of the map. To the east is another smaller island, which is the home of Lady of Flame. Invariably, Lady of Flame's units will head to the north, leaving their capital unguarded. Since each of the capital cities produces Dragons, this offers you an excellent opportunity to get more Dragons and eliminate an opponent. Since everyone will have Dragons, it is important to search some of the Ruins in order to acquire some other powerful units at no cost to you.

Turn 1

Begin breeding Dragons in Gold Keep. Send the Hero to search the Ruins just north of Gold Keep, then northwest to search the Ruins near the coast. Send the Dragon south to capture Aurax and begin production of Heavy Cavalry there. With the Dragon's remaining movement, send it west, toward Lady of Flame's capital, Fire Keep.

Turn 2

Continue unit movement and declare war on Lady of Flame.

Turn 3

The Dragon reaches and captures Fire Keep. Garrison the Dragon here and start production of more of them. The Hero reaches the Ruins. Search them, then head south-southwest, toward Tooth. There will be a Temple on the way; it too should be searched. The Hero should have gained a minimum of 2 units from searching the Ruins, at least one of which can fly. Use these units to capture the cities of Iris and Teyr, near Fire Keep, then use these cities to produce Heavy Cavalry and Light Cavalry, respectively. Send the new Heavy Cavalry unit from Aurax south to capture Libros and begin production of Wizards (movement of 50).

Turn 4

Send the unit that captured Teyr east, to seize Dawn and start production of Light Cavalry units there. Send the new Light Cavalry unit from Teyr Brow and start production of Heavy Infantry units there. Send any units at Iris southeast to help garrison Dawn. The Hero will now have reached Tooth and can capture it for the production of Minotaurs. Move the Heavy Cavalry unit at Libros west-southwest, toward Wintergreen.

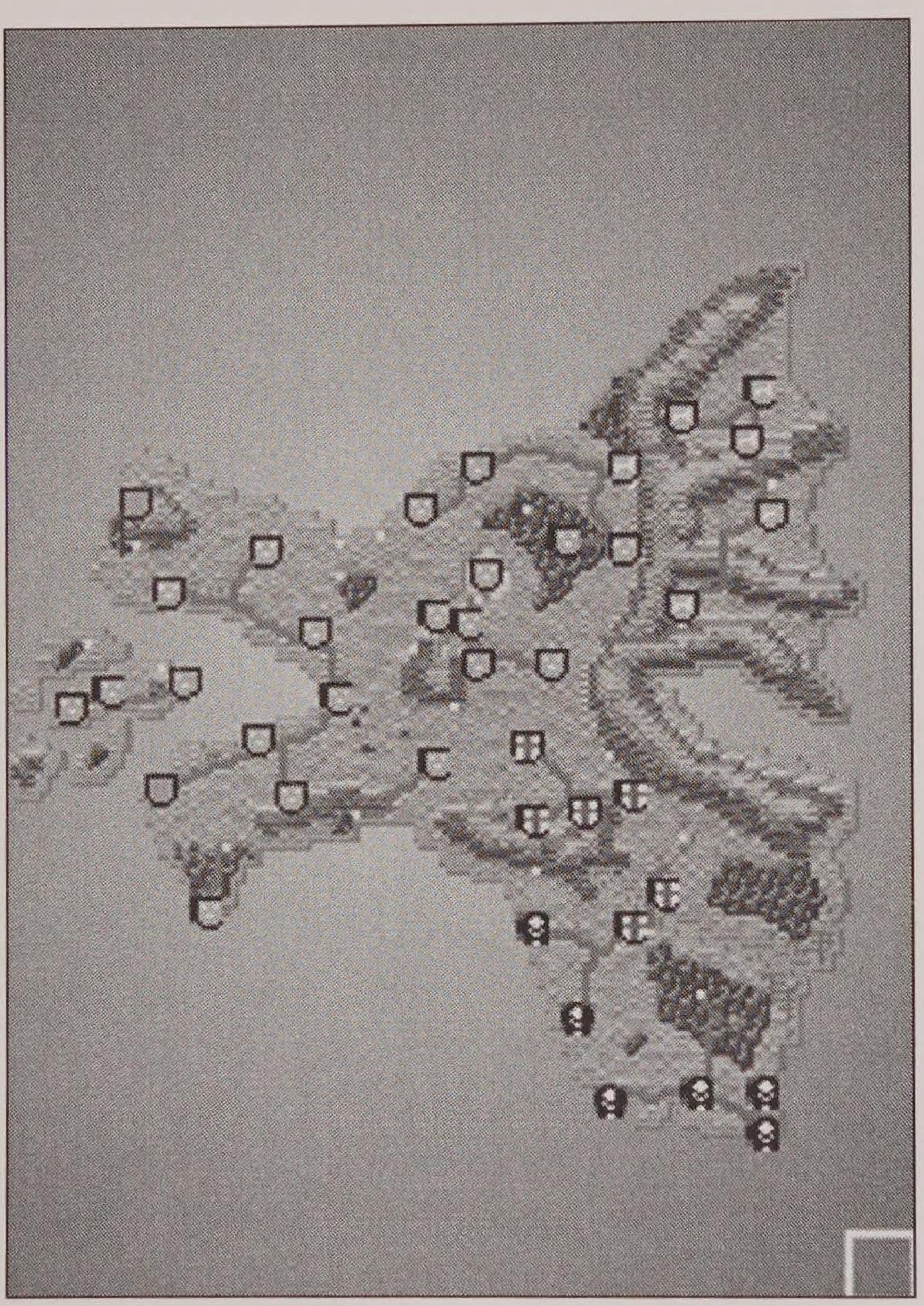


Figure 2-13. *The tactical situation as of Turn 8.*

Turn 5

The Cavalry reaches and captures Wintergreen for the production of Light Cavalry units. Before heading southwest toward Beard, send the Hero northwest from Tooth, toward Longoaks. Direct the new Dragon at Gold Keep east-southeast to capture Steam and begin production of Light Cavalry. Send a stack from Dawn northeast to capture Spineway and begin production of Archers there. Vector units from Iris to Dawn.

Turn 6

Your Hero reaches Longoaks and takes it. Begin production of Scouts, then send the Hero southwest to capture Fang and begin production of Minotaurs. Send your stack from Brow to capture Pyriss and start production of Light Infantry there. The Heavy Cavalry unit will reach and capture Beard. Begin production of Spiders here before moving north-northeast, toward Typ. Send part of the stack at Spineway west, to seize Birch and begin production of Pegasi there. Send the Dragon from Steam east, toward Fire Keep. This is the beginning of the end for Lady of Flame.

Turn 7

By now, Fire Keep will have produced another Dragon. Group it with the one that is already there. In this particular replay, Lady of Flame's Dragon was sitting at Ruby with some minor units. The two Dragons at Fire Keep were grouped with the one that was en route to capture Ruby. Production of Minotaurs was begun, then the Dragons were sent to attack Magma. When the city fell, production of more Minotaurs was started. These attacks cost the lives of two of the three Dragons, but eliminated Lady of Flame, who had been building forces, presumably to retake Fire Keep. With the western flank secured, the remaining movement of the last surviving Dragon was used to move it east-northeast toward Spineway in preparation for a campaign against Lady of Ice. Send the Hero from Fang northwest, toward Wisp. There will be Ruins on the way; if these have not yet been inspected, they should be now. Send units from Steam southwest along the coast, to capture Jaw and start production of Light Infantry there. Typ will fall to the approaching Heavy Cavalry unit and production of Archers can begin. Vector units from Fire Keep, Magma, and Ruby to Dawn. Begin flowing units toward the eastern front. Be watchful for attempts to sneak through your lines and capture cities in your rear area.

Turn 8

An offer of peace!

The Road Ahead

If no offer of peace is made, concentrate your forces against Lady of Ice to the northeast while building powerful stacks along the southeast front. After Lady of Ice falls, simply drive Lord Silver and Lord Ebon into the sea.

OVERVIEW: DWARVEN MINES

Cities: 25
Ruins: 10
Players: 5
Recommended for Solitaire Play: Dwarves
Starting City: Dwarf Camp

The key to this quick-kill scenario is to consolidate the lands north of the river as rapidly as possible, then to control the assault on the remaining opposition by using diplomatic acumen.

Turn 1

In the capital of Dwarf Camp, begin production of Dwarf units. Send your Hero southeast across the bridge to take Dwarf Miners; build Dwarves there as well. Move the Dwarf unit toward Dwarf Miners also.

Turn 2

Keep flowing Dwarf units south along the road. Move your Hero southwest from Dwarf Miners to capture the city of Dwarf Diggers and begin building Dwarves.

Turn 3

Continue south with the Hero stack, along the road to the village of Dwarf Scouts. Take this city and build Dwarves there. Vector all production to this city. Take the Dwarf from Dwarf Camp to the river and set sail.

Turn 4

Take your Hero south to the T in the road, then west along the road. Flow your seaborne Dwarf southwest along the river.

Turn 5

Send your Hero southwest along the road to reach Fireflow. Take the village and build Elementals there. Continue moving amphibious units southwest to the fork, then turn back to the east along the lower river. Have the Dwarves set sail as well, at the city of Dwarf Scouts.

Turn 6

Begin moving seaborne Dwarves east-northeast along the river, toward the neutral cities of North and South Landing. Send four more seaborne Dwarves from the city of Dwarf Scouts. Move your Hero due west from Fireflow toward the hole in the floor (a Ruin).

Turn 7

Go into the Ruin, where you'll encounter a Sage. Ask about items and you'll be told that the Witch's Broom lies in the Ruin at Isle, to the east. Return back toward Fireflow. Keep flowing amphibious units east. Send two Dwarves from Dwarf Scouts south, across the bridge on the road.

Turn 8

Your Hero goes through Fireflow and toward the Isle. Two Dwarves on the road continue south toward him. Amphibious units continue east. Two more Dwarves come south out of Dwarf Scouts.

Turn 9

The Goblins declare war on you. The first amphibious groups arrive at South Landing. Take it, build Spiders there, and offload, because you can use the bridge there to get to North Landing. Flow three Dwarves south from Dwarf Scouts toward the Goblins. Keep flowing other Dwarves south on land. Form a stack of two Dwarves and your Hero just outside Watering Hole, the closest Goblin settlement. Leave the newly constructed Elemental in guard at Fireflow. Return the Goblins' declaration of war; you're in a perfect position to hurt them badly on the next turn.

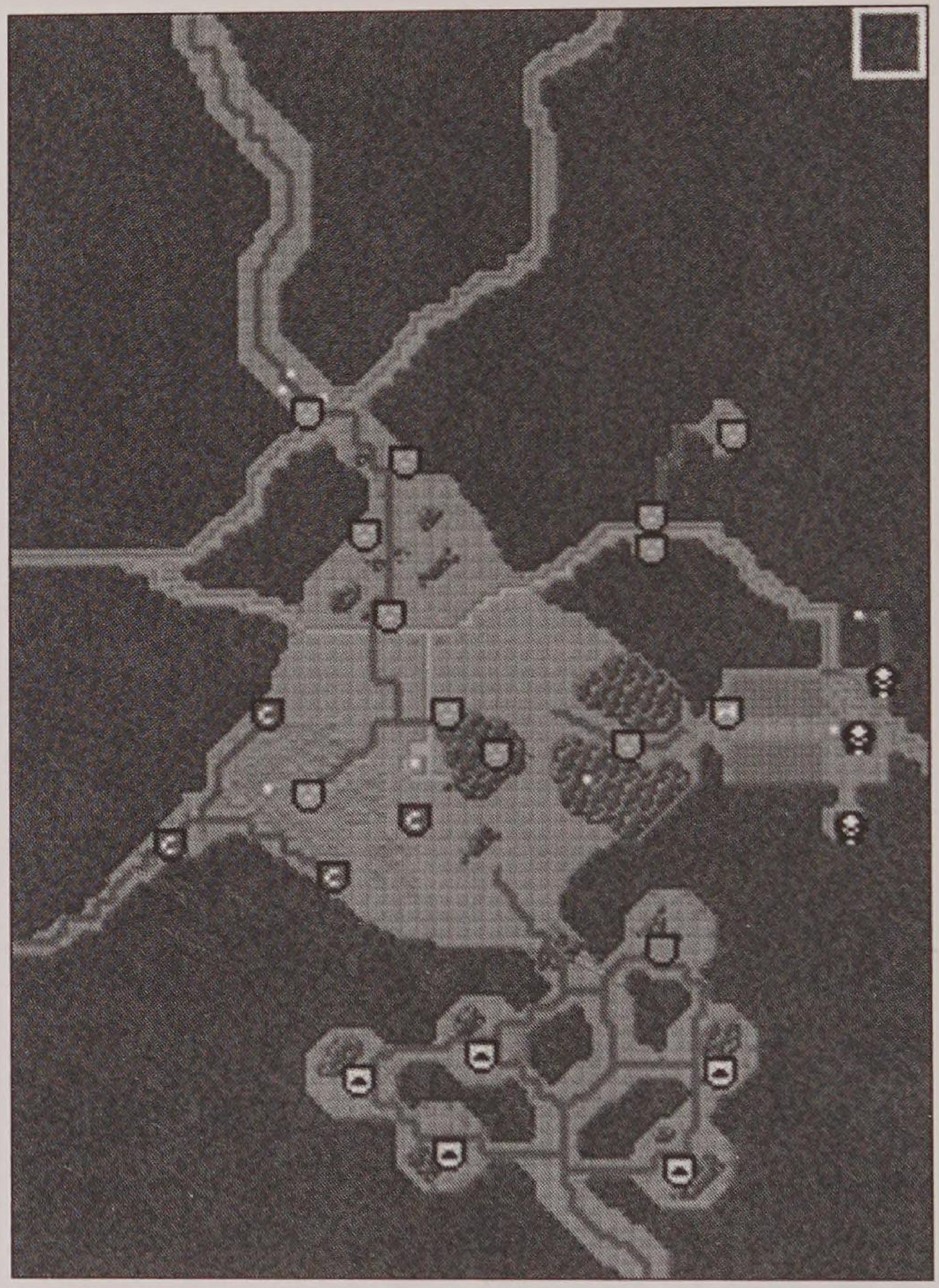


Figure 2-14. *The strategic situation as of Turn 12.*

Turn 10

Odd that the Goblins changed their minds and asked for peace so quickly after evaluating your troop disposition. Oh, well, too bad. Group two more Dwarves with your Hero and take Watering Hole. Occupy it and build Orcish Mobs there. Leave one Dwarf in garrison, then continue southwest along the road to Goblin

Home, the capital of the Goblins. Don't attack just yet; you want to build up a good stack first. The next amphibious group arrives at North Landing, takes it, and begins building Spiders. Move your Elemental out of Fireflow toward Goblin Home.

Turn 11

A Hero joins you in South Landing. Continue flowing Dwarves toward Watering Hole from the north. Take your new Hero stack at South Landing north across the bridge and along this road to the extent of their movement. Do the same with other units in the area, leaving at least one unit each in garrison at North and South Landings. Make a stack at Goblin Home that contains your original Hero, the Elemental, several Dwarves, and an Orcish Mob. Take Goblin Home (usually at the cost of all but your Hero) and build Giant Worms there. Have your Hero continue east toward the next Goblin city, which is Pathway.

Turn 12

Everyone declares war! (This means that you're winning.) Your Hero continues to Pathway and takes it, building Orcish Mobs there. Your second Hero stack continues into the Dragon's Lair, slaying the Dragon and commanding that more be built under your banner.

The Road Ahead

You now control 11 of 25 cities, almost half the board, and three of your cities produce the most powerful units on the board: Dragons, Giant Worms, and Elementals. You're virtually unstoppable at this point.

OVERVIEW: ELEMENTAL CRUX

Cities: 52
Ruins: 28
Players: 8
Recommended for Solitaire Play: Earth
Starting City: Earth

The forces of Earth are closest to the numerous key cities in the center of the map, and are therefore the best choice to claim those cities before others can reach them. Although the corner players start with Ruins in their homelands and on nearby islands, isolation causes these contenders to fall behind in the race to conquer the map.

The strategy is clear at first: Capture all the cities in the center as fast as possible. Once that has been done, the forces produced by these cities must defeat weaker enemies to gain more cities, and thereby cause the others to surrender.

Turn 1

Choose Rocklords to be produced in your capital.

Group your Hero with the starting Rocklord and march directly east to conquer Rockbridge for the production of Rocklings. Since your Hero is low on movement, send the Rocklord down to claim Rockwatch alone and build more Rocklings before rejoining your Hero.

Turn 2

March the Hero stack east on the road and send the new Rocklings to catch up.

Turn 3

Send the mobile Rocklings to join the Hero stack, then attack Angthor to create Goblins. Next, move south with the stack and claim Solid to create more Goblins, then continue east with any remaining movement.

Turn 4

Move your Hero near Balance and Law; send the new units at Angthor and Solid to join the stack. Conquer Balance and select Goblins for production, then remove the units with fewer than 2 movement points from the stack and continue to Law. Claim that city as well, to create more Goblins.

Check to see what type of armies guard Perfection and Harmony. If they have Goblins instead of Goblords in them, send your Hero with the Rocklord to claim one or both and produce more Goblins. Otherwise, simply wait until the next turn for more of your own Goblins to appear.

Back at your capital, march the new Rocklord south to claim Rock, choose Rocknights to build, and vector their production to any of the four hub cities you own. Then move back toward your capital to capture Dirt on the next turn.

Turn 5

Fortify the Hero stack with all nearby units, then conquer Perfection and Harmony in no particular order. Build more Goblins in those cities, and march your Hero east toward Cabben and Knight.

Attack Dirt with the Rocklord from your capital, build Rocklings, then move the Rocklord east toward the hub.

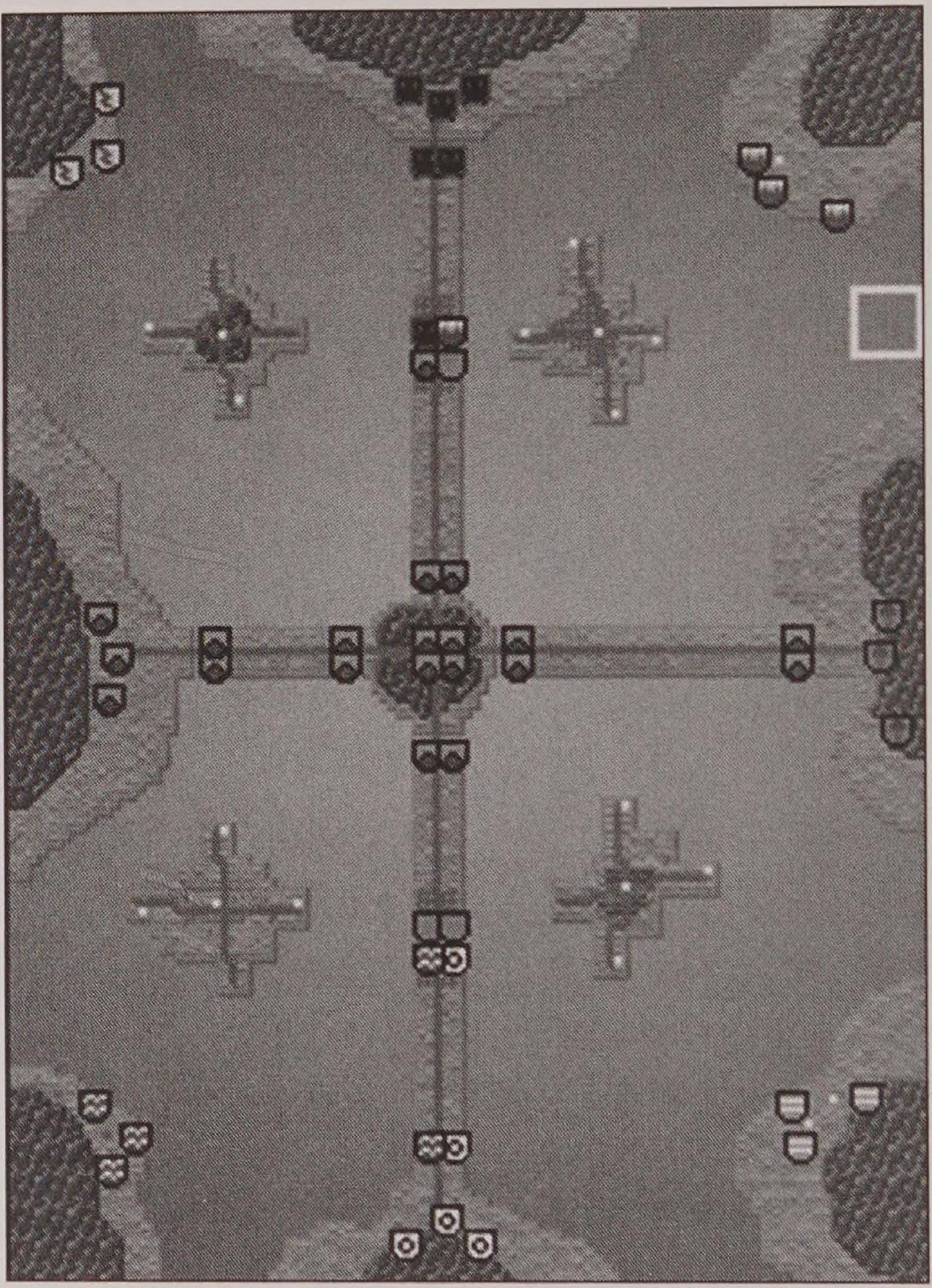


Figure 2-15. *The strategic situation as of Turn 10.*

Vector production from Earth and Dirt to any of the hub cities.

Turn 6

Send the Hero stack east to claim Cabben and choose Treefolk to be built; then move south and defeat Knight to build Rocknights.

The Wood Hero happens to be heading west on the road toward the hub, so declare war on them and move your Hero east to meet the threat.

Send Goblins from Balance and Perfection north to form a stack on the bridge; conquer both Pale and Eclipse and build more Goblins in each.

Similarly, move the Goblins from Law and Harmony south to conquer Zenith, then produce Goblins there as usual. They have only enough movement for one city, but the other will fall on the next turn.

Change production at all four of the hub cities to Goblords, and garrison them with units from Angthor and Solid.

Turn 7

On this turn, you must make the crucial decision as to where to go from the hub. Examine the forces on the north, south, and east roads leading from the center. Because you now have a large number of valuable cities, the other players will soon turn their attention to you and declare war. In this replay, Light and Water are trading punches far to the south and are therefore not an immediate threat. To the north, the forces of Darkness have begun moving a few units south to take unclaimed cities between you and them, so target them for destruction. To the east, the forces of Wood already threaten, so they too must perish.

Continue moving your Hero east; defeat the Wood Hero and claim his standard before marching on.

The mobile Rocklord reaches the hub on this turn and heads north.

Turn 8

March the Hero stack eastward and send new units from Cabben and Knight to catch up. Between Pale and Eclipse, form a stack with numerous Goblins and the Rocklord, then move the stack north.

Turn 9

Your Hero reaches the gateway cities of Woodbridge and Oakwatch.

Choose the weaker of the two and attack. In this case, Woodbridge Falls and Treefolk are chosen for production. With units and movement to spare, defeat Oakwatch as well and build more Treefolk. The Goblin stack reaches Muck and Filth, but they have only enough movement to take one of the two cities. Muck receives the attack and several Goblins perish, but the city is yours for the production of Swamp Slime. Leave the victors there to wait. Four Goblords emerge in the hub cities on this turn. Group them with the best available units and march them north against the forces of Darkness. Leave the rest to protect the cities.

Turn 10

Leave your Hero at Oakwatch to wait for reinforcements. The forces at Filth remain as well, while the Goblord stack continues north toward them.

Vector production from Angthor and Solid to the hub, since large stacks of Rocklings are present to defend the home cities.

The Road Ahead

From this point on, victory depends on your ability to keep taking cities until your enemies sue for peace. You already own almost half of all the cities, and you should get at least one extra Hero with the gold in your coffers. All will declare war on you and start sending troops toward the hub, but your overwhelming number of armies stationed in and around it will stop them. Remember that enemies must get past the pairs of cities around the hub to reach the center, so keep these cities well stocked with armies and sally out to crush any trespassers.

OVERVIEW: ELEMENTAL PROBLEMS

Cities: 43

Ruins: 15

Players: 8

Recommended for Solitaire Play: Foresters

Starting City: Greenmorel

The Foresters are situated at the bottom of the map, allowing you a rapid northward expansion without fear of losing cities from behind. They also start with Shadow units, which have a Cancel Non-Hero bonus and are second only to Dragons. As an added bonus, the Treemins' capital is close by, which seals their fate early in the game.

The strategy involves the immediate defeat of the Treemins, then of the Mudlors, farther to the northwest. Speed and strength are required to meet these goals before these enemies have time to build up. When that has been done, only the Grassmores remain; their removal rewards you with the cities on the southern half of the map.

Turn 1

Group your Hero with the Shadow and go directly to Treefreins, to the northwest. Conquer the city and build Windknights there, then proceed northwest toward the Treemins' capital. Declare war on them immediately.

Turn 2

The Treemins' Hero usually heads for a nearby ruin, leaving the Flamelord unit at their capital. Continue to Syltree, conquer it, and build your own Flamelords, eliminating the Treemins from the game. Then move north with remaining movement.

Turn 3

Grab the Syltree standard that is lying nearby, then move east to Jungletroope, claim it, and produce Bolts. These units, though weak on their own, can go long distances to fortify your Hero's stack and become more powerful under his command. Fly the new Windknight from Treefreins to catch up with your Hero.

Turn 4

Group the new Bolt with the Hero stack, then head northwest to claim Plainsend. Build Sealords, then continue northwest along the road toward Prariesteppe. Declare war on the Mudlors.

Turn 5

Send another Bolt from Jungletroope to join your Hero, then move the stack to conquer Prariesteppe. Build Goblins there to provide quick reinforcements. Fly the new Shadow from your capital to the northeast; capture Limbsholme and produce more Bolts before moving on to the northwest. Move the new Flamelord from Syltree to catch up with your Hero; do the same with the new Windknight from Treefreins.

Turn 6

The Mudlors make a move of desperation toward Greensveldt, to the southeast, leaving their few cities lightly defended. Even if they behave otherwise, just wait another turn for incoming reinforcements. The Hero stack takes nearby Pampas Plains, to the northeast, building Windknights, then continues north to the Mudlors capital of Mossmoth to slaughter the enemy Hero defending it alone. Produce Swamplords, pick up their standard, and head back south. Continue moving the Shadow and the Flamelord north, but steer them toward Greensveldt because a Mudlor stack is headed there. Keep moving the mobile Windknights toward your Hero. Send Bolts from Jungletroope and Limbsholme all the way to Mossmoth to keep the Grassmores from getting any ideas about taking it empty. Vector production from Syltree, Treefreins, and Greenmorel to Mossmoth as well. Change production at Prariesteppe to Rocklords now that the Mudlors are nearly extinct.

Turn 7

Send the Shadow from the Hero stack east toward Greensveldt to join the Flamelord and the Shadow, coming up from the south. Send the new Sealord from Plainsend there as well, group them all together, and invade Greensveldt to massacre the Mudlors forces inside. Create Rocknights there.

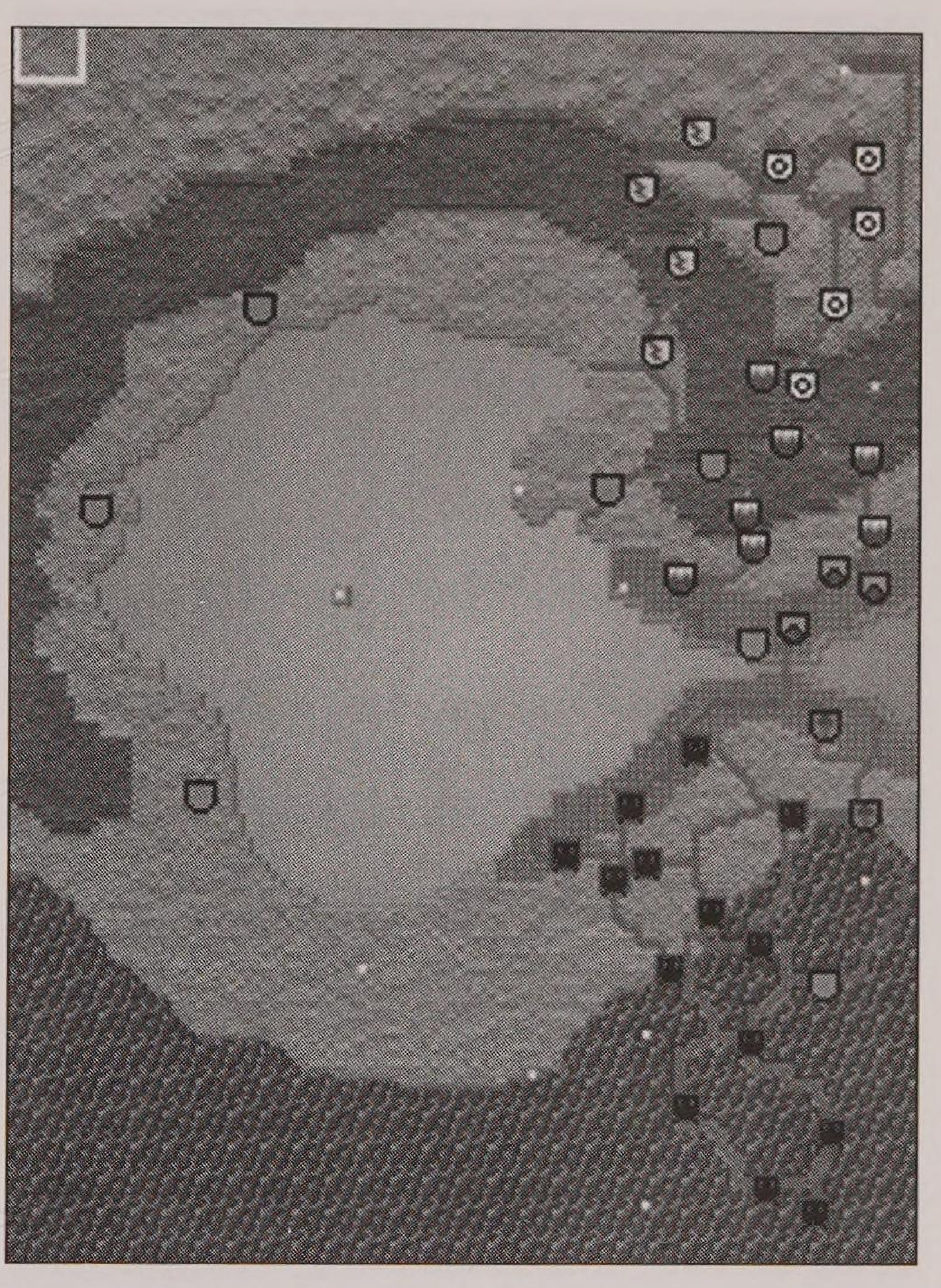


Figure 2-16. *The strategic situation as of Turn 10.*

Send your Hero westward to Sludgeholme, group him with nearby Goblin, Windknight, and Bolt units, and then invade the city to eliminate Mudlors from the game. Build more Rocknights there and march the stack east.

Turn 8

Move the powerful stack at Greensveldt southeast to claim Grovestoun before the

Grassmores get to it. Produce Treelords there and wait.

Move the Hero stack north to wait in Mossmoth for reinforcements. Send more Bolts up from the south to stay in Greensveldt.

Declare war on the Grassmores.

Turn 9

The Hero stack grows with new Swamplords and vectored Windknights, then heads northeast on the road to Mikbog. Conquer the city, build Rocknights, and wait for an attack on the Grassmores' capital on the next turn.

Turn 10

Send the Hero stack southeast to stand outside Savanna, then bring the deadly forces waiting in Grovestoun north to join him.

Form a stack with the best available units, then invade the Grassmores' capital and produce Windlords.

Start sending all available forces toward your Hero to help finish off the Grassmores.

The Road Ahead

At this point, you already own most of the cities in the southern half of the map. Northern enemies are busy trading punches. Continue cleaning out the Grassmores. Keep the cities of Mikbog and The Lowlands well garrisoned, since these are key defense points near the single road that separates the northern and southern cities. You should also attract another Hero around turn 7, acquiring more as your coffers fill with city gold. Build powerful stacks with the numerous Lord units; march them north to victory after claiming all the cities to the south.

OVERVIEW: ELKOR'S TOMB

Cities: 26

Ruins: 23

Players: 3

Recommended for Solitaire Play: Elkors

Starting City: Elkor's Tomb

The Elkors begin with the best starting position. Although it is short on cities in the immediate area, the starting region contains an abundant array of Ruins. Between forming alliances (which boosts your forces faster than building armies at cities) and hiring additional Heroes, the Elkors can build a massive force quickly.

Note that this scenario strategy places greater emphasis on character development and consolidation of existing territories than the strategies you've seen so far. Remember, the more diversity you exhibit as a commander, the more flexibly you can respond to the tactical situation. You'll find this characteristic to be most rewarding against human opponents.

Turn 1

The starting Hero, Mia, should immediately explore the six Ruins surrounding Elkor's Tomb (the Elkors' starting city). Exploring them all will take three turns, so send the Ghost from Elkor's Tomb north toward The Shrine. Continue producing Ghosts at Elkor's Tomb.

Turn 2

Send the Ghost to the temple at The Shrine before attacking the city. After receiving a blessing, take and occupy The Shrine. It can only produce Bats, but that's fine. Everyone needs cannon fodder. Continue searching the Ruins with Mia.

Turn 3

Finish searching the Ruins with Mia while sending the Ghost north to Moorings. Leave the first Bat produced at The Shrine to guard the city.

Turn 4

Hire a new Hero with the money from the Ruins on this turn. Send Mia and the new Hero, in separate stacks, north to the temple outside of The Shrine. Ask for blessings, then for quests. The Ghost should conquer Moorings on this turn.

Turns 5 Through 7

After receiving blessings, work both Heroes to the west. There are numerous Ruins in the Western chambers and many available cities as well. Seize territory as quickly as possible, but be careful not to leave any cities unguarded.

Turns 8 Through 10

By turn 8, both Heroes should be positioned along the western edge of the map and each captured city should be reasonably well defended. Typically, a third Hero offers to join by now. Definitely hire that Hero if the opportunity arises. Usually, neither of the enemies have engaged your forces yet, but they'll be approaching your cities by this time.

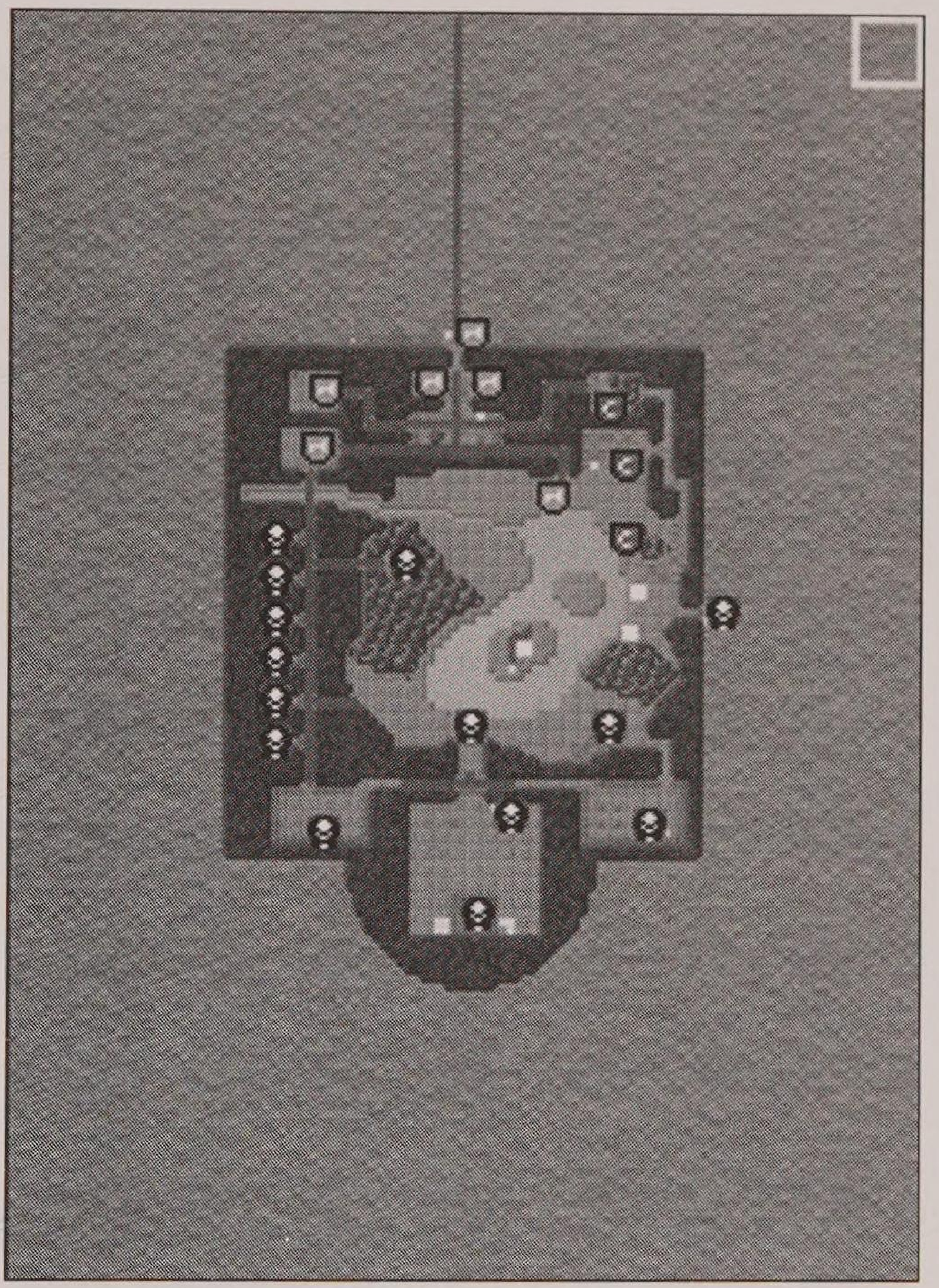


Figure 2-17. *The strategic situation as of Turn 21.*

Turn 11

At this point, you should have captured the cities of Wife's Tomb, Advisor's Tomb, Tomb 4, and Tomb 5 and explored all nearby Ruins. You should still be operating in "exploration" mode, but preparing a defensive force in each city you own.

Turns 12 Through 17

By Turn 17 you should have seized all, or most of, Tombs 1 through 3 as well as The Web. If your defenses are strong, you're ready to start looking for trouble. If your defenses are weak, take a few more turns to build up reserve armies. Take as much money from Ruins as you can get; use it to hire as many Heroes as possible.

The Road Ahead

Full-scale war usually begins. Be prepared for attacks on all fronts. Keep your Heroes on the move. You can't stop the enemy from attacking, but by having your Heroes spread across all fronts you can execute effective counterattacks. Try to keep two thirds of your Hero forces in the rear to defend your cities while sending one third of them into enemy territory. The key is to maintain your production while destroying that of your enemies. With so few cities, it's exceedingly difficult to take and hold cities in enemy territory. Instead, focus on holding your cities while destroying theirs. Send your Hero in, capture a city, occupy it with the Hero long enough to restock the army stack, then raze the city and move on to the next one. Cut the enemy supply lines and their offensives will fail.

OVERVIEW: ERYTHEA CAMPAIGN

Cities: 80

Ruins: 40

Players: 8

Recommended for Solitaire Play: Ussyrian Orcs

Note: This scenario was played with the I Am the Greatest difficulty setting enabled. We chose it because as the focus of the original Warlords II, this campaign has probably been played more than any other, and also to show how much you can influence the enemy's rate of attack by electing to use this option.

No country begins with a perfect starting position. With 80 cities and eight players, this scenario is a definite challenge for the single player. The map is divided into three large continents and has a few scattered islands. The Ussyrian Orcs and the Stone Giants are the only two nations that start on the southernmost continent; this makes it the most isolated starting position in the game. The goal of the scenario is to restrain your offense and not to grow too quickly. If your growth is too rapid, every other nation will declare war on you, no matter how well you manage the diplomatic game. You must check your offensive urges until the other countries begin fighting one another, then slowly expand your borders.

This is a very long scenario. Even with the best of luck, it takes 60 turns to achieve a truly decisive lead. The variety of enemy actions during that time makes a turn-by-turn analysis impossible. Instead, we'll present a general strategy and provide a reasonable timeframe for accomplishing strategic goals. The timeline outlined below requires an aggressive strategy and considerable luck. You may find yourself executing an identical strategy, but taking far more time.

Securing Your Borders: Turns 1 Through 10

No matter what country you play, at least one neighbor will always declare war on you during the first turn.

Computer-controlled players tend to grant each other several turns as a professional courtesy, but come to seek human blood rather quickly. Typically, both the White Dwarfs and the Stone Giants will declare war on you during the first 10 turns. Generally, though, you need only fight the Stone Giants right off the bat.

Start by seizing only cities on the western half of the continent and attacking only a few Stone Giant cities. Don't try to conquer the entire continent. If you restrain your imperialism, the Stone Giants and White Dwarfs usually start fighting each other by turn 5. Once the Stone Giants are in a two-front war, you can begin expanding eastward. Typically, you should hold no less than half and no more than three fourths of the cities on the southern continent at Turn 10. Anything less leaves you vulnerable to enemy attack; anything more will likely provoke a massive alliance of computer-controlled players against you. Even holding the entire southern continent, you cannot oppose the combined production capacities of the other seven nations.

Meanwhile, during the early phases, hire as many Heroes as possible and complete as many quests as practical. Successful quests are usually rewarded with mighty allies, such as Dragons. As we'll see shortly, these Dragons will play a pivotal role later in the war. Also, try to obtain as many movement-related objects as possible from the Sages. Items that permit rapid movement or flying are necessary for the later stages of the war.

Continue stockpiling armies in your cities. Build a strong defensive empire before worrying about attacking the neighbors.

Shoring Up: Turns 10 Through 20

If you haven't done so already, you should begin offensive operations by turn 10. You should attempt to destroy the Stone Giants by turn 20, but incursions by others (especially the Dwarves) will probably keep at least 30% of the continent in enemy hands. Continue a slow, cautious advance. As we have warned you, the worst possible thing that can befall you is to have all your enemies form an alliance and declare war on you. You *cannot* resist their combined forces.

Continue shoring up your cities with stockpiles of defensive armies. If you have the cash, increase production in coastal cities. Spiders, though they are expensive, are an excellent defensive choice. Your coastal cities will bear the brunt of enemy attacks, so keep them heavily armed. Continue sending your Heroes on quests. Every quest you successfully complete now greatly increases your odds of survival later in the game.

Manifest Destiny: Turns 21 Through 30

If you've suffered no serious setbacks, you should be prepared to conquer the rest of the continent. Ideally, the Stone Giants will have been destroyed by now, leaving only a handful of Dwarf invaders on your continent. Don't deplete your defensive armies, but begin an aggressive expansion to the east and south. The cities along the far eastern coast have poor production; this makes them difficult to defend. It may be to your advantage to sack one or two of them and sink the money into production in your main cities. Don't leave any cities unguarded. If you can't leave troops garrisoned in a city, raze it to the ground. Naturally, you don't want to raze too many cities on this continent. As the war proceeds, the cities will be your production centers, which supply troops as the front lines advance into enemy territory.

By now you should have acquired a hefty supply of Dragons and other powerful allies and equipped your Heroes with movement-improving magic items. You should have at least three Heroes, preferably more. Make the most powerful allies available to the fastest-moving Hero. You've just created a Special Forces team. During the next stage of the game, most of your Heroes and armies will remain on the southern continent and defend your production centers. This one Hero, however, will act like a medieval Green Beret team and harass the enemy deep behind the front lines. By turn 29, send this Hero's stack north, to the western continent.

Commando Phase: Turns 31 Through 40

Your strategy during this phase is simple: Protect your resources while whittling away at those of your enemies. In this case, your resources are your cities. Without cities you cannot produce armies, and without armies you cannot wage war. Most of your forces will operate on the southern continent. Don't mount any serious invasions of the other continents; you don't have the forces to sustain such an offensive. Keep stacking armies in your cities while using the majority of your Heroes to destroy invading armies. By this point, the rest of the world will probably declare war on you, so be prepared for numerous attacks. For the most part, let the enemy bring the war to you.

Meanwhile, you have a heavily armed Hero stack running about the western continent. If you've obtained the Flying Carpet and the Ring of Movement, the entire stack can fly and move at twice normal speed. This allows the team to outrun any enemy force. This team has one purpose: to destroy as many enemy cities as possible. Normally, you attempt to move your forces forward, seize enemy cities, then employ those cities against the enemy. That process is a slow one, though, because you must keep armies in each captured city until that city produces enough new units to manage its own defense. This makes your advance slow and vulnerable to counterattack. Instead, you're going to wage a strategic war on the enemy, designed to destroy his industrial base.

If your rapid assault force is properly equipped with the aforementioned magic items, it can move across the continent in a single turn, attacking any city the enemy leaves vulnerable. Don't engage heavily defended cities unless it's absolutely necessary. Wait for the enemy forces to leave, then attack. Move in, defeat any remaining guardians, then sack the city. Use your acquired money to improve your cities back on the southern continent. If your Hero stack remains strong, raze the city to prevent the enemy from using it. Sack it first, to make sure you get the money, then raze it. If your stack suffers a bad battle, leave the stack in the city for a few turns while you build cannon-fodder armies. At any rate, whenever you leave a city, burn it to the ground.

Keep your assault team on the move and destroy as many White Dwarf cities as possible. Later you'll need to do the same to the Lich King and other nations, but for now, focus on the Dwarves. They typically pose the biggest threat at this time.

D-Day: Turns 41 Through 50

Now it's time to take the war north. If all has gone well, your commando force has decimated the White Dwarf nation. Other countries will be moving to attack you, but they should be too far north to pose an immediate threat. First and foremost, send your commando team into Lich King territory and begin sabotage operations there. Second, if possible, send a second Hero stack as a commando team onto the eastern continent. Generally, the Sirians hold most of the eastern region by now. In any case, charge the second commando team with sabotage missions against the reigning power on the eastern continent.

Meanwhile, without removing the forces needed to defend your cities, begin sending a few armies north. Your commandos will have left a few enemy cities untouched; your regular armies should try to seize and occupy these. This is the most volatile part of the war. Typically, the Lich King and the Sirians possess numerous cities and the Dark Elves and White Dwarfs continue to wage war on you from a handful of fortresses. Your commandos can't destroy every enemy city and you can't leave enemies in peace to produce stacks of potential invaders. You must slowly advance into enemy territory and seize the remaining production sites. It is imperative that you leave no city unguarded. If you can't garrison a strong stack of armies in a city, sack it, take the gold, and burn it to the ground before you leave.

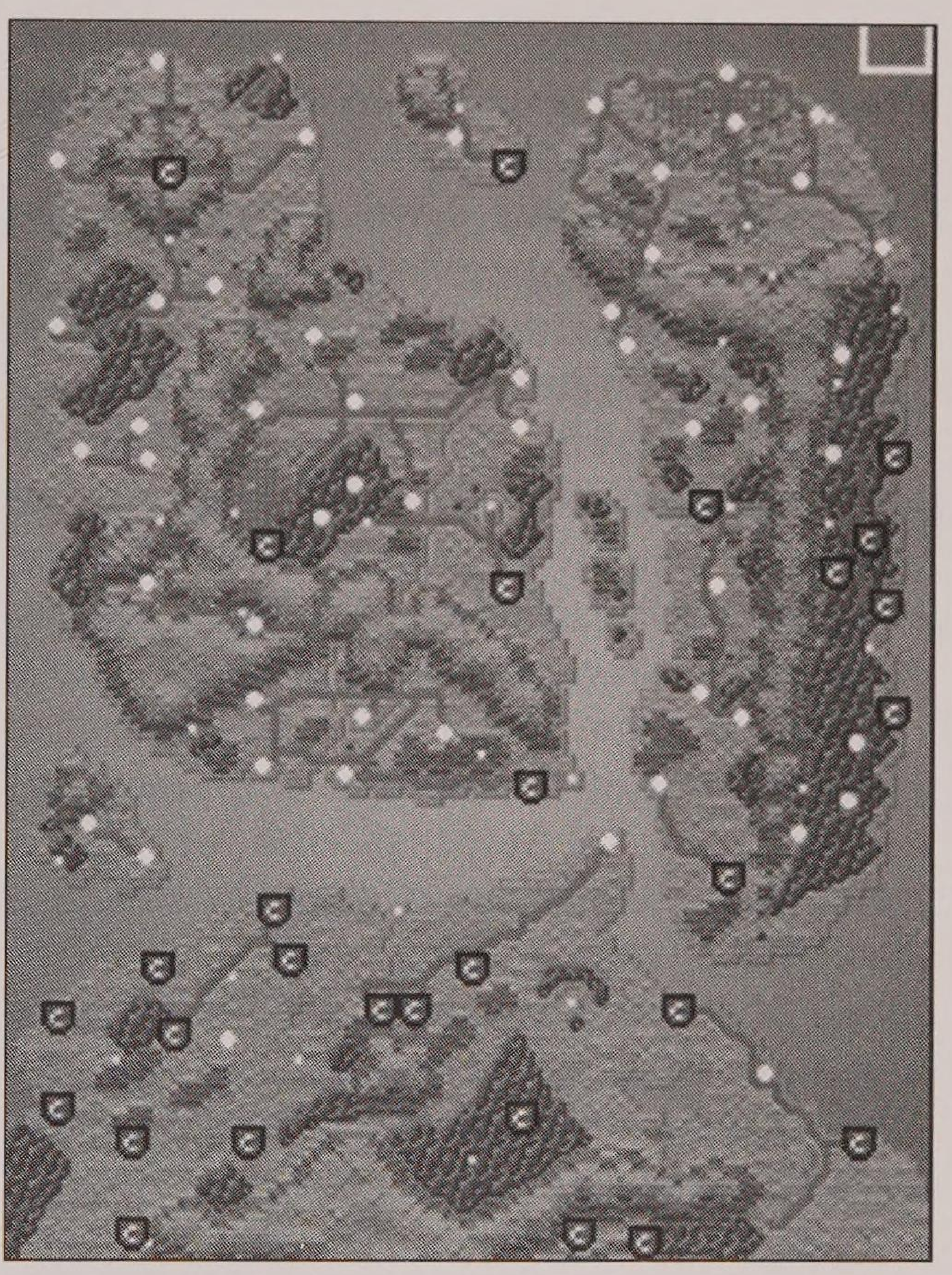


Figure 2-18. *The strategic situation as of Turn 60.*

Beginning of the End: Turns 51 Through 60

This phase should put your forces in a decisive position. If all has gone well, your forces hold a good 20 to 24 cities by now. Your commandos should have destroyed all but 4 or 5 cities on the western continent. The eastern continent will still be heavily fortified. Remember, you don't have to destroy every country; once you've seized the bulk of the territory, they'll collectively surrender. Therefore, let the enemies retain two or three of the remaining cities on the western continent. Your forces should occupy an equal number of cities and keep the enemy stragglers in check. Meanwhile, most of your regular armies should be invading the southern end of the eastern continent and moving north. At least one group of commandos should be raiding cities on the east side of the mountain range. Another group of commandos should be raiding cities in the far north. This forces the front lines to remain on the west side of the mountains while depleting the enemies' ability to resupply front-line troops.

The Road Ahead

If you completely own the southern continent, have reduced the western continent to fewer than six cities, and have at least two commando teams raiding the "back lines" of the eastern continent while your regular armies march northward, your victory is assured.

OVERVIEW: ESESGEE ISLE

Cities: 41
Ruins: 25

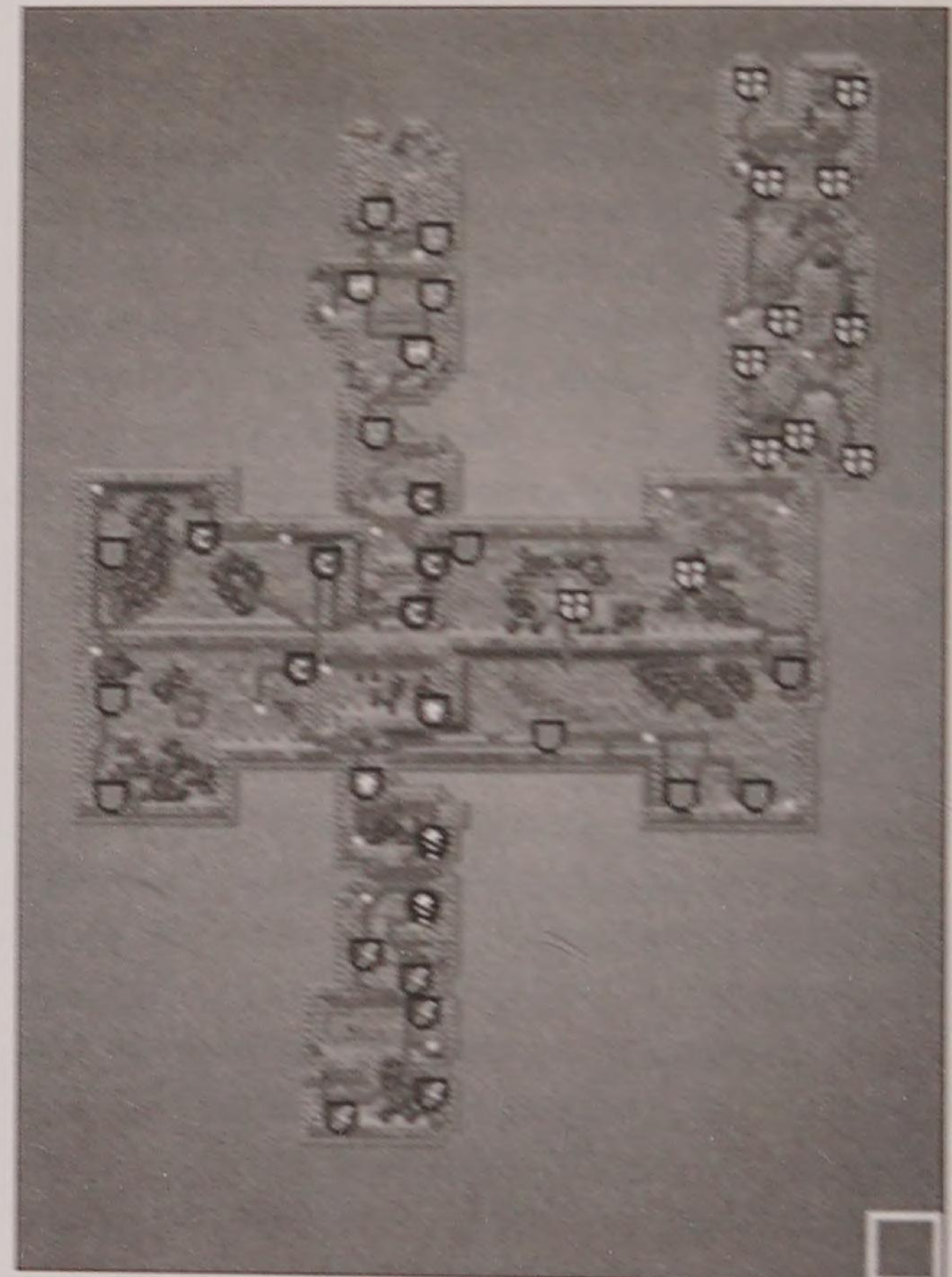


Figure 2-19. *The strategic situation as of Turn 7.*

Players: 8
Recommended for Solitaire Play: Ceriaks
Starting City: Ceriak

Your first goal is to secure the entire northeastern peninsula, where your forces begin the war. Although this is not an ideal defensive position, securing the entire peninsula requires the enemy to come to you and fight on your territory, where you maintain large defensive forces. Meanwhile, your second goal is to send Special Forces troops, consisting of Heroes, Dragons, and other potent allies, behind enemy lines to destroy enemy production centers.

Turn 1

Begin with a rapid southern expansion in an effort to secure the entire island wing. Use the Pegasus in Ceriak to secure Crudgern and build quick one-turn soldiers. Send the Pegasus south toward Tamara after securing Crudgern. Send the first Hero to Mnmethon.

Turn 2

Use the first soldier produced at Crudgern to seize Bunnai, in the northwest corner of the peninsula. If the Giant Lords have declared war on you, return the favor. Have the Pegasus seize Tamara and then proceed southward, toward the Giant Lord capital city of Betherl. Meanwhile, the Hero should seize Mnmethon, explore the Ruins located there, and then proceed south along the highway to Daffiada.

Turn 3

Your Hero should seize Daffiada, receive a blessing at the temple there, and obtain the first quest. Move the Pegasus south to Bertherl. Don't attack on this turn. Begin defensive preparations in your northern cities by garrisoning soldiers in all of them. This will take several turns, but should be started immediately.

Turn 4

The Giant Lords generally own three cities at this point: Betherl, Printoun, and Slaughter Towen. Generally, only Printoun has any defensive forces, usually two Light Infantrymen. The Pegasus now has the opportunity to destroy the Giant Lords. Blitz through Betherl (which usually isn't defended), proceed to Printoun and defeat the infantry stationed there, then blitz and capture Slaughter Towen (which should also be undefended). This captures all Giant Lord cities and removes their Heroes from play. Produce Demons at Slaughter Towen, Pikemen at Printoun, and Pegasi at Betherl.

Turn 5

Several new armies will appear on this turn. Send those that are close to the temple to receive blessings. Make sure that you station armies in every occupied city. Send the southernmost Pegasus to seize Applish, in the center of the Island. Meanwhile, move the Hero southward. Conquer any remaining neutral cities on the peninsula.

Turn 6

Continue moving the Hero stack toward the center of the island. Keep a Pegasus or a Dragon with the Hero so it can fly through the mountains. Meanwhile, send the Pegasus at Applish west toward Gladdenhearth. Build Unicorns at Applish.

Turn 7

The Pegasus should seize Gladdenhearth and build Archons. At this point, you control 30% of all cities on the island. Victory is assured, provided that you slow your advance now and secure your defensive perimeter.

The Road Ahead

Be selective as to what you attack and in what order. Always seek out the weakest opponent nearby and, if he is also low in diplomatic standing, all the better. Avoid two-front wars until they become absolutely necessary.

OVERVIEW: EUROPA

Cities: 97
Ruins: 40
Players: 7
Recommended for Solitaire Play: Britian
Starting City: London

Having your home base of operations separated from the mainland even by as slight a body of water as the English Channel is a definite advantage in this scenario (as it has been in history). The British can consolidate the neutral cities in their country at will, but are far enough removed from the other starting capitals to be able to cross the Channel and establish a firm beachhead in Europe from the outset.

Turn 1

Begin by producing Machineguns in London. Immediately send your Hero onto the continent while using your starting Machinegun to capture Britain. Send the Machinegun west and capture Bristol. Build Hussars there. Send the Machinegun north, cross-country, toward Liverpool.

Turn 2

Conquer Lille with your Hero and build Skirmishers there. Continue moving the Machinegun toward Liverpool.

Turn 3

Leave the new Skirmisher to defend Lille and send your Hero to capture Amsterdam. Build Skirmishers there too. Send the new Machinegun north from London and capture Birmingham, then move north and capture Manchester. Build Conscripts in Manchester. Capture Liverpool with the other Machinegun and build Skirmishers there. Move the Machinegun west, completely across the island, and capture Tearmouth. Build Skirmishers there too. Leave the first cavalry unit produced in Bristol as a defensive guard.

Turn 4

Send the Skirmisher that was just built in Lille across the channel to guard London. Send your Hero northwest, from Amsterdam to Wesel. Build Skirmishers there. Continue south to Essen. Capture Essen and build Guards there. Meanwhile, take both units at Tearmouth and send them to sea. Group the forces at Manchester and move north to Newcastle. Capture the city and build Skirmishers there.

Turn 5

Bring the new Machinegun from London across the Channel to the Continent. Bring the new Cavalry from Bristol to London, then

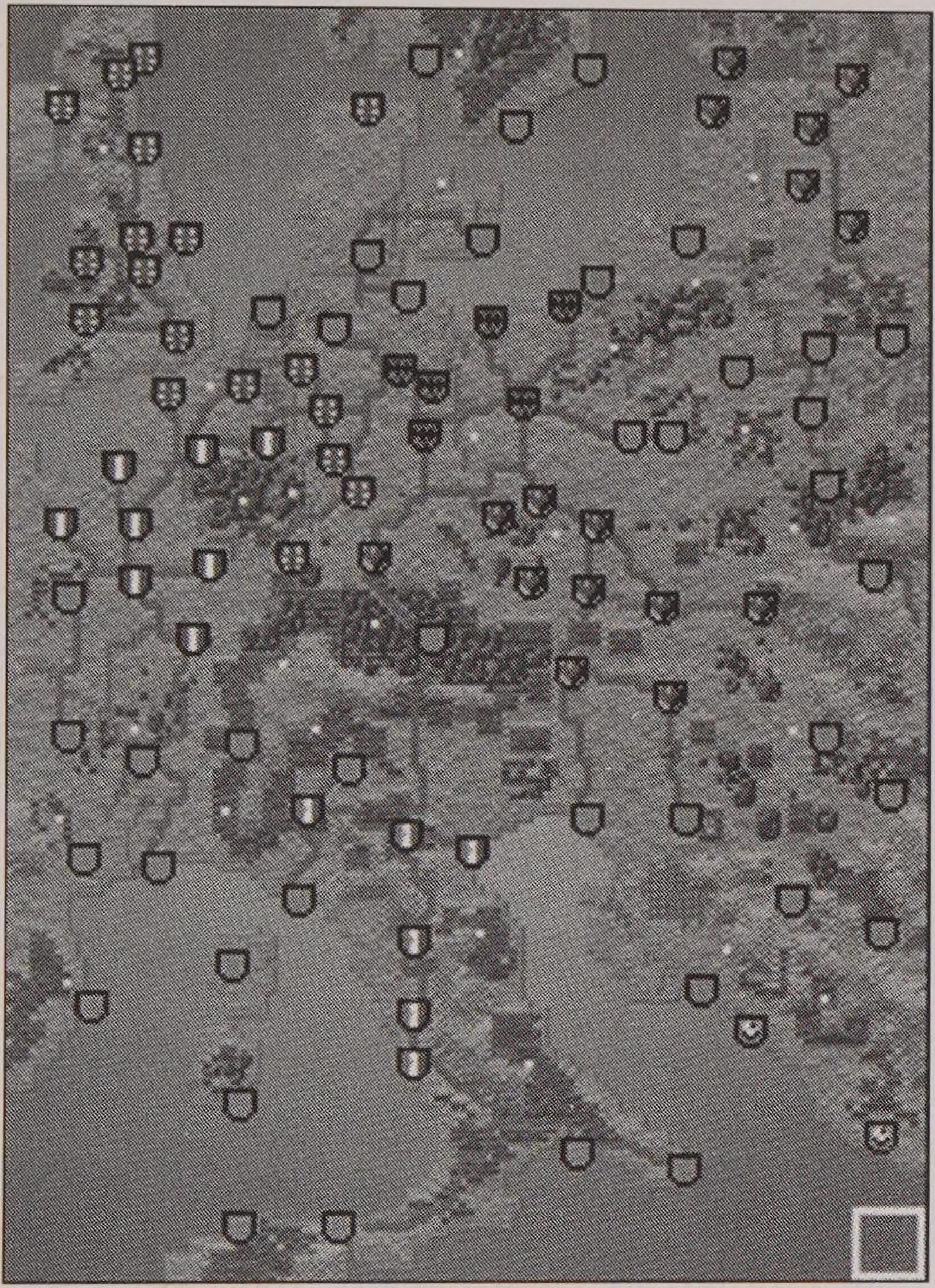


Figure 2-20. *The strategic situation as of Turn 30.*

group it with the Machinegun crossing the Channel. Send the seaborne forces at Tearmouth northwest, toward Alborg. Group the forces you'll find in Newcastle and proceed north to Glasgow (where you build Militias), then on to Edinburgh (where you produce Kanone). Send your Hero south to Koblenz and build Machineguns. Proceed south to Mannheim, where you produce Skirmishers.

Turn 6

Capture Alborg with your seaborne armies. Send all units currently in Edinburgh east, toward Dublin. Send your Hero southeast to Strasbourg and build Jaegers.

Turns 7 Through 10

Send the Machinegun stack that just crossed the Channel into Amsterdam, group it with the new Skirmisher there, and head north to Groningen. Send the new Machinegun at Koblenz south to rendezvous with the Hero. Bring the new cavalry from Bristol to London. Capture Belfast and produce Skirmishers there. Send the forces in Alborg south to Flensburg.

You now have 20% of all the cities, a foothold in Denmark providing you with an unopposed passage through Denmark and Norway, all of Britain under your control, and a strong presence along the Rhine River. Spend a few turns building offensive armies, then declare war on France. Eliminating France leaves you securely defended to the east and north. Then move west into Germany, and finally proceed south into Austria and Italy. These enemies should surrender long before total conquest becomes necessary.

Turns 11 Through 20

Begin defensive preparations. Use Heroes to capture Odessa, Vienna, Moscow, and Ankara. Resist the temptation to send your Heroes to the Ruins in the far north. Keep them near the front lines.

Turns 21 Through 30

Continue building large defensive armies. Raze any city you can't properly defend. Occupy your Heroes with harassment raids behind enemy lines. Slowly build your defenses while whittling away at the enemy; then release your armies in a massive blitz that quickly overruns the Middle East. Once Europe and the Middle East have been secured, victory is certain.

The Road Ahead

Don't be afraid of two-front wars at this point. Vector production from your cities in the rear to the front-line staging points and wage your war of attrition against the enemy.

OVERVIEW: FANTASY

Cities: 58
Ruins: 26
Players: 8
Recommended for Solitaire Play: Humans
Starting City: New Haven

Once again, use the Blitzkrieg-type tactics you learned in the early scenarios. Rapid expansion is more important than consolidation on this map. Drive your enemies before you, giving them no time to reflect.

Turn 1

Send the Hero south, toward Selentown. Send the Human to Horgwood.

Turn 2

Capture Horgwood and build Pixies. Send the Human northeast, to Sylvar. Capture Selentown, build Humans there, and send the Hero due south into the mountains.

Turn 3

Send the new Human from New Haven to rendezvous with the other Human at Sylvar. Send the Hero south to the bridge, then put him in the water.

Turn 4

Send the new Human from Selentown south to the bridge. Move the Hero east into Zod's Temple.

Turn 5

Group one Pixie from Horgwood with the new Human in New Haven, then send the group northeast toward Nartown. Capture Sylvar with the two Humans that have just arrived there. The Hero should explore the temple and return to sea. The last Human should arrive at the bridge and move into the water.

Turn 6

Group the Humans at Sylvar with the stack moving toward Nartown. Send the new Human from Selentown south to the bridge. Send the Human in the boat west to Limpa. Get the Hero back onto the bridge and headed south.

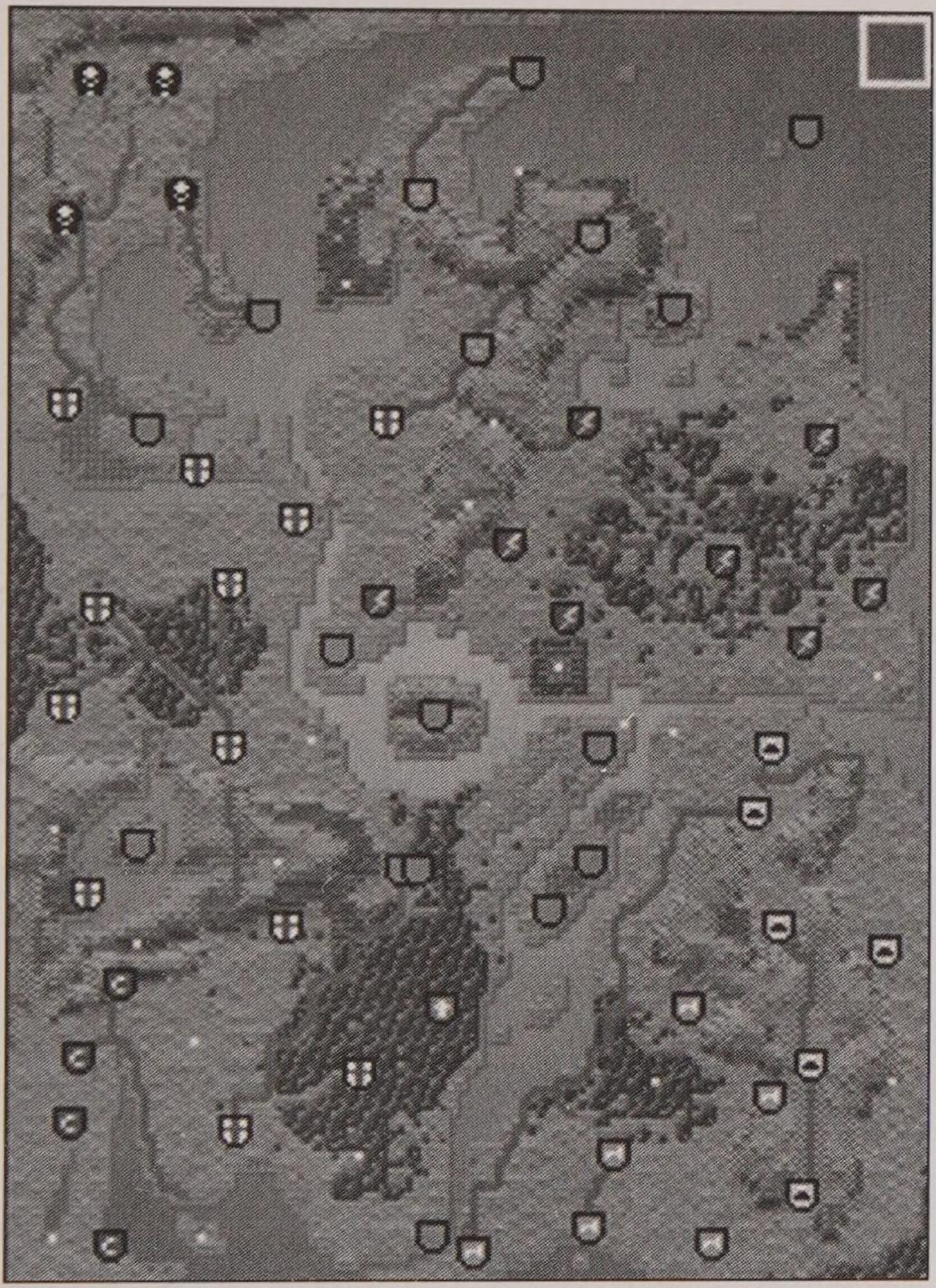


Figure 2-21. *The strategic situation as of Turn 12.*

Turn 7

Send the new Human from Selentown to rendezvous at Limpa. Group the new force at New Haven, Sylvar, and Horgwood and head for the bridge near Nartown.

Turn 8

Capture Nartown with the three Humans who arrive there on this turn. Build Cavalry there. Send the stack north toward Narwright. Keep sending every unit from Selentown south. Capture Nashorn with the Hero and build Haflings.

Turn 9

Group the new Human at Sylvan with the stack moving past there and continue toward Nartown. Send the new Human from New Haven south. Send the Hero south to Jelarr.

Turn 10

This turn should bring a new Hero to the stable. Send that Hero and his allies toward Nartown. Group the new Human in Selentown with the stack passing through the city and continue moving south. On this turn, a stack of three Humans and two Pixies arrive at Nartown. Send them east across the bridge and toward Masbolt. Meanwhile, the other stack of three Humans should capture Narwight and build Humans there. Send the survivors on to Thrikasvar. Capture Jelarr with the Hero and build Kobolds there. Capture Limpa with the two Humans that meet there on this turn. Send the survivors southwest to the nearby mountain road.

Turn 11

Group the new Human together at Sylvan as the Hero passes by there. Send the new Hero from New Haven south. Thrikasvar is heavily defended, so send the stack of Humans past it toward Xyanville. Send the Human south of the bridge and one Hafling from Mashorn to Naralpa. On this turn, a stack of two Humans and one Pixie should arrive at the southern bridge. Continue moving them south. Send the Hero northeast, toward Silvinarii.

Turn 12

Move the Humans who have just crossed the south bridge toward Mashom. Capture Silvinarii with the Hero and build Pixies there. Send the Hero northeast, toward Elvenwood. Continue moving Humans and the other Hero as before. Send the Cavalry at Nartown toward Xyanville to rendezvous with the Humans moving there. On this turn, Humans should arrive at Nasbolt and capture it, then produce Dwarves there. Humans should also capture Xyanville and build Kobolds there.

The Road Ahead

This leaves you with 20% of all the cities and with relatively unopposed approaches to at least six more. With your strong presence on three of the four major continents, victory is only a matter of time.

OVERVIEW: FLOODED HALLS

Cities: 89

Ruins: 40

Players: 8

Recommended for Solitaire Play: Grey Dwarves

Starting City: Mermaid

You possess many powerful units from the outset in this scenario. Keep your Minotaurs on the move and reinforce them with newly constructed units as they become available. It's far better to overreach slightly than to underestimate yourself in this scenario.

Turn 1

Capture Sea Nymph with the Hero and build Scouts. Capture Sprite with the Minotaur and build Light Infantry. Send the Minotaur north, out of the city.

Turn 2

Send the new Light Infantry from Sprite toward Well. Send the Minotaur toward Ojo. Group the Hero with the new army at Sea Nymph, explore the nearby Ruins, and then proceed toward Waterproof.

Turn 3

Send the new Light Infantry from Sprite, the new Scout from Sea Nymph, and the new Minotaur from Mermaid toward Oiled. Capture Waterproof with the Hero and build Iron Golems there. Send the Hero into the lake toward Waterlily. Capture Ojo with the Minotaur and build Ghouls.

Turn 4

Send the new Light Infantry from Sprite to Ojo. Send the Minotaur across the river north from Ojo. Most likely, you'll hire a new Hero at Waterproof on this turn. Send this Hero west, toward Moist. Using a Minotaur, capture Oiled and build Light Infantry. Group the Scout and the Light Infantry now stationed just outside of Oiled. Capture the Well with the Light Infantry and build Goblins there.

Turn 5

Capture Waterlilly with the Hero and build Minotaurs there. Search the nearby Ruins, then send the Hero back to the dock. Declare war on the Minotaurs. Send the Hero, the Scout, and the Light Infantry from Oiled toward Moist and group them. Also send the Minotaur from Oiled toward Moist, but don't group the Minotaur with the Hero. Continue moving the Minotaur and the new Golem from Ojo north, toward Moisture. Send the new Light Infantry and the new Minotaur from the southeast corner of the map toward Oiled. Group the two Scouts together at Sea Nymph and send them toward Oiled as well.

Turn 6

Split the Hero stack near Moist. Attack Moist with only the Hero, the Light Infantry, and the Scout. Move the Devils that have been accompanying the Hero through the city and attack Humid. Build Goblords there. Send the Hero near Waterlilly to the northernmost dock available. Send the forces leaving Ojo north to Soaking. Group a Minotaur, two Light Infantry, and two Scouts at Oiled. Change production as follows: Mermaid to Humid, Sea Nymph to Moist, Sprite to Moist.

Turn 7

Take the Devils from Humid and capture Damp, thus eradicating the Minotaur race. Send the Hero from Moist to Humid along with your nearby Minotaur unit. Send the other Hero toward Watercourse. Send the large Minotaur stack from Oiled north, toward Rapids.

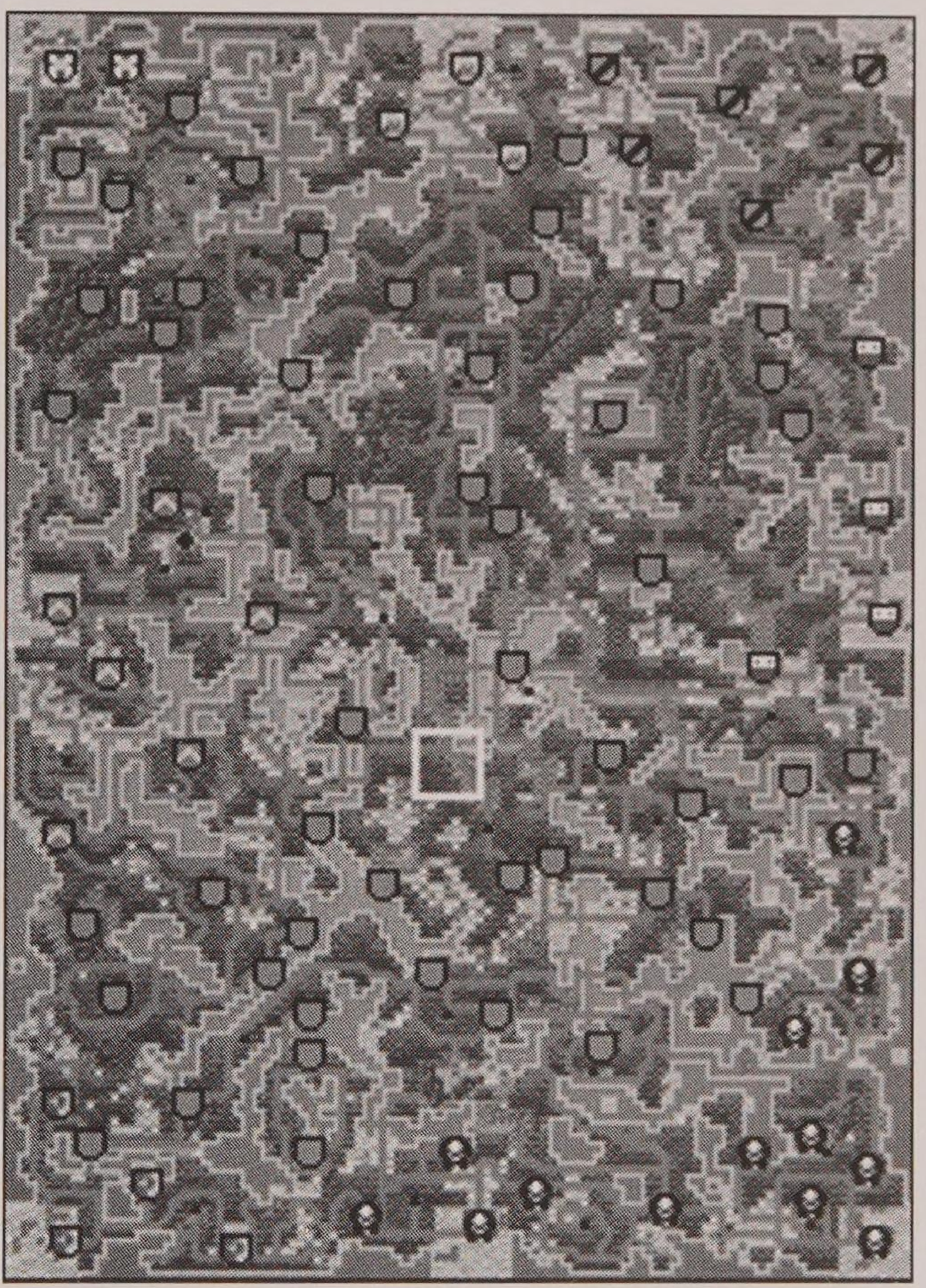


Figure 2-22. *The strategic situation as of Turn 8.*

Turn 8

Send the Devils from Damp to capture Soggy and build Archons there. Bring the Hero from Humid to rendezvous at Soggy. Use the other Hero to search the Ruins near Watercourse. Using a Minotaur and a Golem, attack Moisture and build Minolords there. Send the survivors north, toward Moisten. This gives you a decisive advantage.

The Road Ahead

The map is serpentine and difficult to navigate, so it will take considerable time to continue your advance and attack other enemies. However, if you have followed this approach, you should own more cities than all surviving competitors—twice as many cities as the most prosperous opponent. Given these odds, only greed could turn the tide against you again.

OVERVIEW: GLACIAL ISLANDS

Cities: 40

Ruins: 16

Players: 8

Recommended for Solitaire Play: Paladins

Starting City: Tournament

This is a particularly slow-moving scenario, because armies must constantly set sail and land; this costs you an extra turn each time the army passes through a dock and moves from land to sea or vice versa. It's no harder than any other scenario, but progresses at a painfully slow rate.

Turn 1

Send the Hero and the Wardog to the dock and send them to sea. Don't group them.

Turn 2

Send the Hero to the docks near Prowess and the Wardog to the Fight. Send the new Wolfrider from Tournament to Strife.

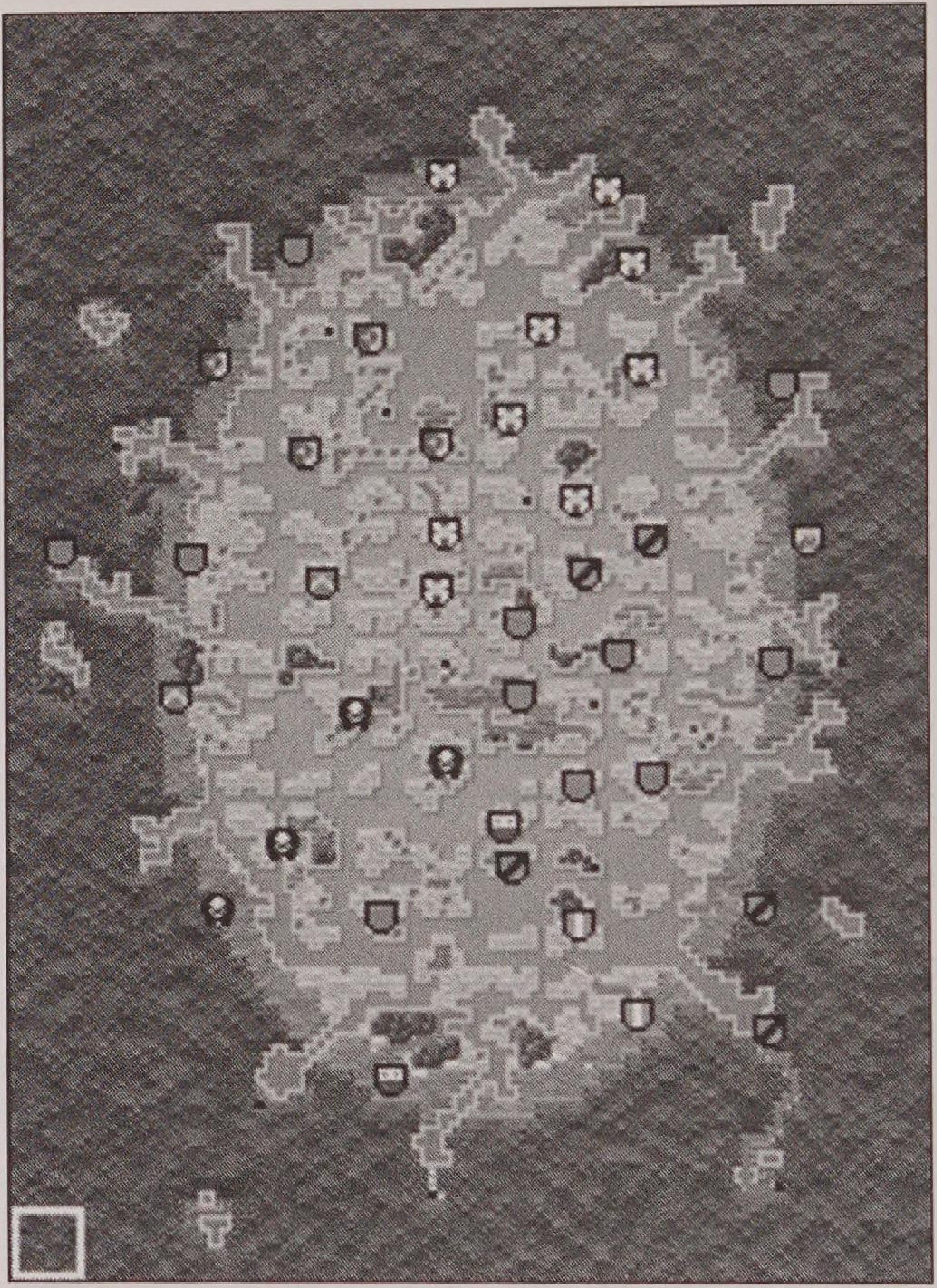


Figure 2-23. *The strategic situation as of Turn 13.*

Turn 3

Send the Hero to the docks near Prowess and the Wolfrider to the Fight. Send the new Wolfrider from Tournament to Strife.

Turn 4

Capture Prowess with the Hero and build Dwarfs. Send the Hero south, toward Test. Capture Fight with the Wolfrider, build Giants, and then send the Wolfrider on toward Strife.

Turn 5

Send the new Wolfrider from Tournament to the docks. Group the two Wolfriders at Strife, capture the city, and build Wizards. Even though Wizards take four turns to complete, you need some reasonably strong armies with high movement rates.

Turn 6

Send all Wolfriders to Contest (just west of Strife). Continue working the Hero toward Test. Send the new Dwarf from Prowess to rendezvous with the Hero.

Turn 7

Send the new Giant from Fight toward Rivalry. Group the three Wolfriders near Contest, but don't attack the city if it's controlled by the Illusionists. Don't declare war yet, either.

Turn 8

Capture Test, sack the city to obtain as much gold as possible, and then build Giant Bats there. If the Illusionists reinforce Contest, send the Wolfriders south, to the docks almost due south of the city. Leave all other new units positioned defensively in their cities of origin.

Turn 9

Group the Hero and the Dwarf, then send them back to sea. Capture Rivalry with the Giant and build Pegasi. The winged horses will be very useful for maneuvering on the watery map. Keep the Giant stationed defensively in the city. Capture Event with the three Wolfriders and build an Archon there. Keep the Wolves inside the city to protect it. From this point on, leave no city unguarded.

Turn 10

Move the Hero south, toward Engagement. Leave all other armies in their current cities.

Turn 11

Continue moving the Hero south. Hold all other forces stationary.

Turn 12

Continue moving the Hero toward Engagement. Send the new Pegasus toward Engagement too.

Turn 13

Capture Clash from the Illusionists, using the new Archon. Build Devils there. Group the Pegasus with the Hero stack, which should land at the docks near Engagement on this turn.

Turn 14 and the Road Ahead

Capture Engagement and build Elephants there. This leaves you with control of nearly one fourth of all cities, control of many of the strongest cities in the center of the map, and a strong defensive stack in each city you control. At this point, the other computer players will have begun fighting; focus only on the enemies that have declared war on you and limit the fighting while you build large armies of Archons, Devils, Pegasi, and Elephants.

OVERVIEW: HADESHA CAMPAIGN

Cities: 80

Ruins: 40

Players: 8

Recommended Starting Position: Lord of Flight

Starting City: Soaria

Turn 1

Build Griffens in Soaria. Send your Hero and his accompanying Griffen south toward Gryph.

Turn 2

Conquer Gryph and start production of Griffens there as well. This will give you a powerful strength-6 flying unit on every turn between the two cities you now control. Send the Hero and his companion east, toward the Temple.

Turn 3

Have the Hero stack blessed at the Temple; then go south, to the Ruin. Have the new Griffen at Soaria fly northeast to Wingport and take it; start production of Pegasi there.

Turn 4

Search the Ruins and collect some much-needed gold. Have the Hero continue east from there, pausing outside the city walls of Eyrie. Bring the newly constructed Griffen from Gryph to join the Hero stack. Take Eyrie and build more Griffens there. Detach the Griffen with the most remaining movement from the Hero stack and have it move northeast, toward Blackheights. Send the Griffen in Winport east along the road, to take Hazara and start production of Light Infantry there, then onward to the northeast to capture Sathorien as well. Build Heavy Infantry there. Continue east, toward the city of Allithor.

Turn 5

Take Allithor and recruit Heavy Infantry; then turn south, toward Nightpass. Take the Pegasi from Wingport east-southeast to lay siege to Jeras. When that city falls, occupy it and improve production to include Griffens; then begin raising one. You're developing quite an air force by now. Your other Griffen takes Blackheights and builds Heavy Infantry there, then continues through the mountains to take Flightpass. Order production of Pikemen in Flightpass. Continue southeast from there, toward Verkill. Send the Hero stack southeast to Shadow and claim it as your own, producing Heavy Infantry there. The Griffen from Soaria moves southeast along the road to take Aria, starts production of Light Cavalry units there, then continues northeast, toward Nightpass.

Turn 6

Send the Hero stack southwest to take Seapoint and produce Light Infantry there. Take Verkill with your Griffen and begin production of Wolfriders in that city. Continue south to Strongpass and conquer it; start production of Pikemen there. Bring the two Griffens, southwest and northeast of Nightpass respectively, together at that city and take it. Leave one Griffen in garrison and begin producing Heavy Cavalry there. Send the other Griffen to Jeras to relieve the Pegasi in garrison there. Have that Pegasi return to Wingport. Declare war on the Lord of Power and end your turn.

Turn 7

A new Hero emerges in Allithor. Bring the Griffen from Strongpass to High Vale. Take the city and begin production of Elephants. Continue south along the road and capture Controll; start production of Light Cavalry units there. Send your first Hero stack south across the inlet to take the city of Power. Garrison the city and begin production of Demons there. The Dream Knights of the north have challenged you to fight in the field. Respond with a declaration of total war. Take two Pegasi northwest on the road from Wingport to lay siege to Pegarrus. When that city falls, begin producing even more Pegasi there. Return any survivors of that engagement to Wingport. Send one of the Griffens from Jeras north, to join the stack at Allithor in preparation for an assault on the Dream Knights during the next turn. Group the Griffens from Soaria, Gryph, and Eyrie together as a fast-reacting defensive force for any enemies that might attempt to invade your rear areas.

Turn 8

The Lord of Power has retaken Controll. Send a Pikeman from Strongpass to High Vale to supplement the Garrison there. Send your Hero stack south from Power to take Uharith. Occupy it and build Light Cavalry there. Continue south toward Thord. Send troops from Seapoint, Shadow, and Eyrie toward High Vale. Vector the production of these cities there as well. Take your second Hero stack north from Allithor, through the mountain pass, to the city of Dreamgate, the capital of the Dream Knights. Conquer it and return south to the mouth of the mountain pass. Move the stack from Sathorien toward Allithor.

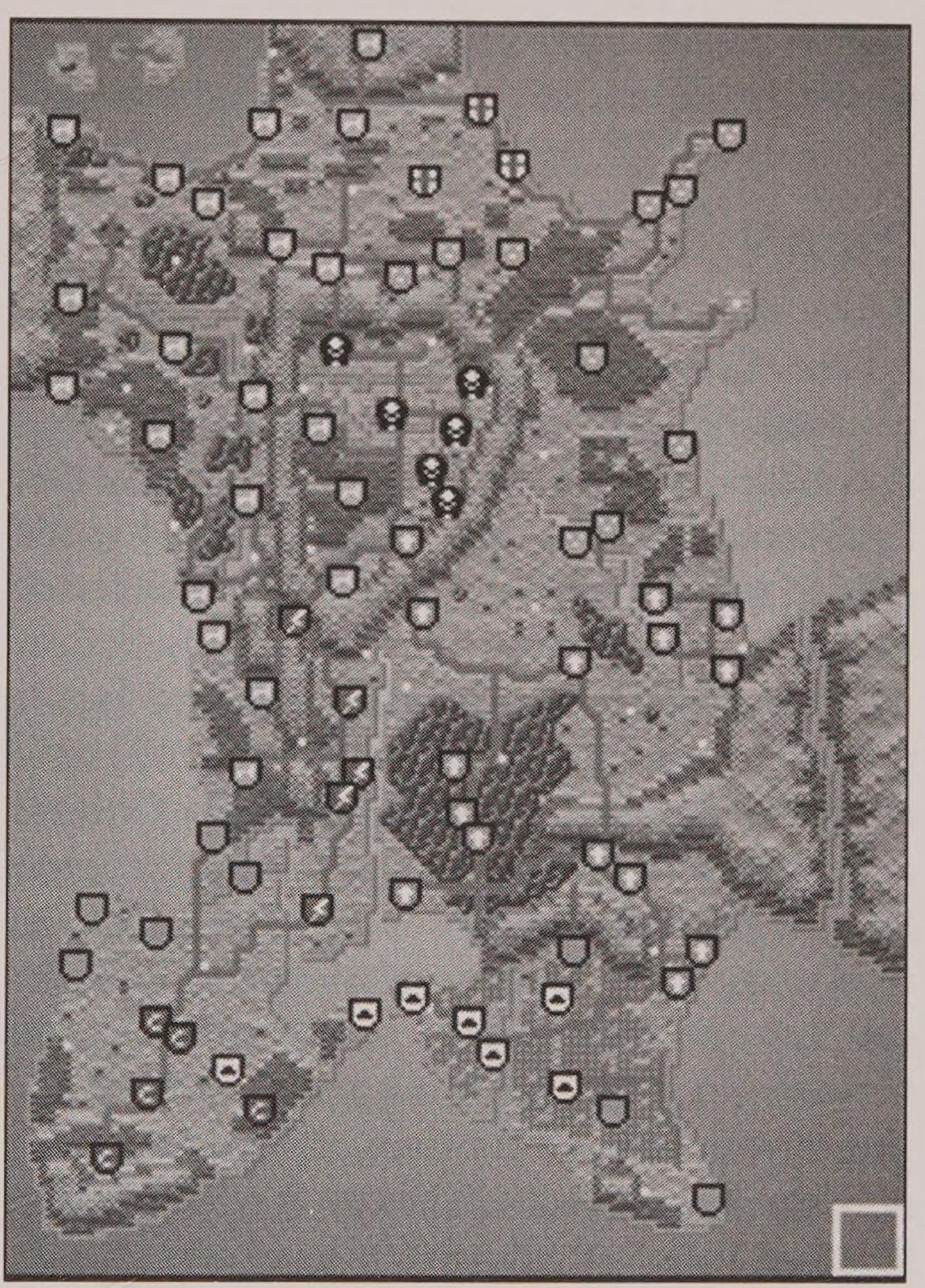


Figure 2-24. *The tactical situation as of Turn 9.*

Later, despite your preparations, the Lord of Power will retake High Vale, but at a price.

Turn 9

Move the Pegasi from Wingport to just north of Sathorien to meet an advancing stack of Dream Knight armies. Supplement your defenders with Heavy Infantry from Sathorien and crush the invaders. Continue moving the Pegasi toward Allithor. Your Hero stack in the northern mountain pass crushes another Dream Knight stack in the field and heads east to assassinate the lone Dream Knight Hero at a nearby Ruin. Send three Griffens south from the vicinity of Blackheights (your rapid-response force) toward High Vale in preparation for an assault to retake that city on the next turn. Send more Griffens, from Jeras and Nightpass, as well as a Heavy Cavalry unit from Nightpass, to group outside Chasm. Send Heavy Infantry southwest from Allithor to join them on the next turn for an assault on Chasm. Have your newly constructed Light Cavalry unit in Uharith ride south to join your first Hero for the siege of Thord. When the walls of that city fall, start production of more Light Cavalry units there.

The Road Ahead

You now control 21 of 80 cities, as well as many powerful units, and you're poised to strike down the Dream Knights (three cities remaining) and the Lords of Power (five cities remaining) within the next two or three turns. Also, your next closest competitor, the Lord of Greed, controls fewer than half the number of cities you now control. By Turn 12 or 13, you will have a full one third of the map within your grasp. Your empire cannot be opposed.

OVERVIEW: HAND OF FATE

Cities: 35

Ruins: 24

Players: 5

Recommended for Solitaire Play: Thumbians

Starting City: Home Thumb

This is a moderately difficult scenario. A decisive advantage can be achieved in 25 turns, but it will take significantly longer to actually finish off your opponents.

Turn 1

Sent the Hero east to the Ruins while your first Elephant goes south and seizes Thumbline.

Turn 2

Send the Elephant on to Edgeport. Send the Hero south to rendezvous there.

Turn 3

The Elephant should capture Col while the Hero explores the Ruins near there.

Turn 4

The Hero should explore the Ruins along the road to Western Wood while the Elephant moves toward Gladesville.

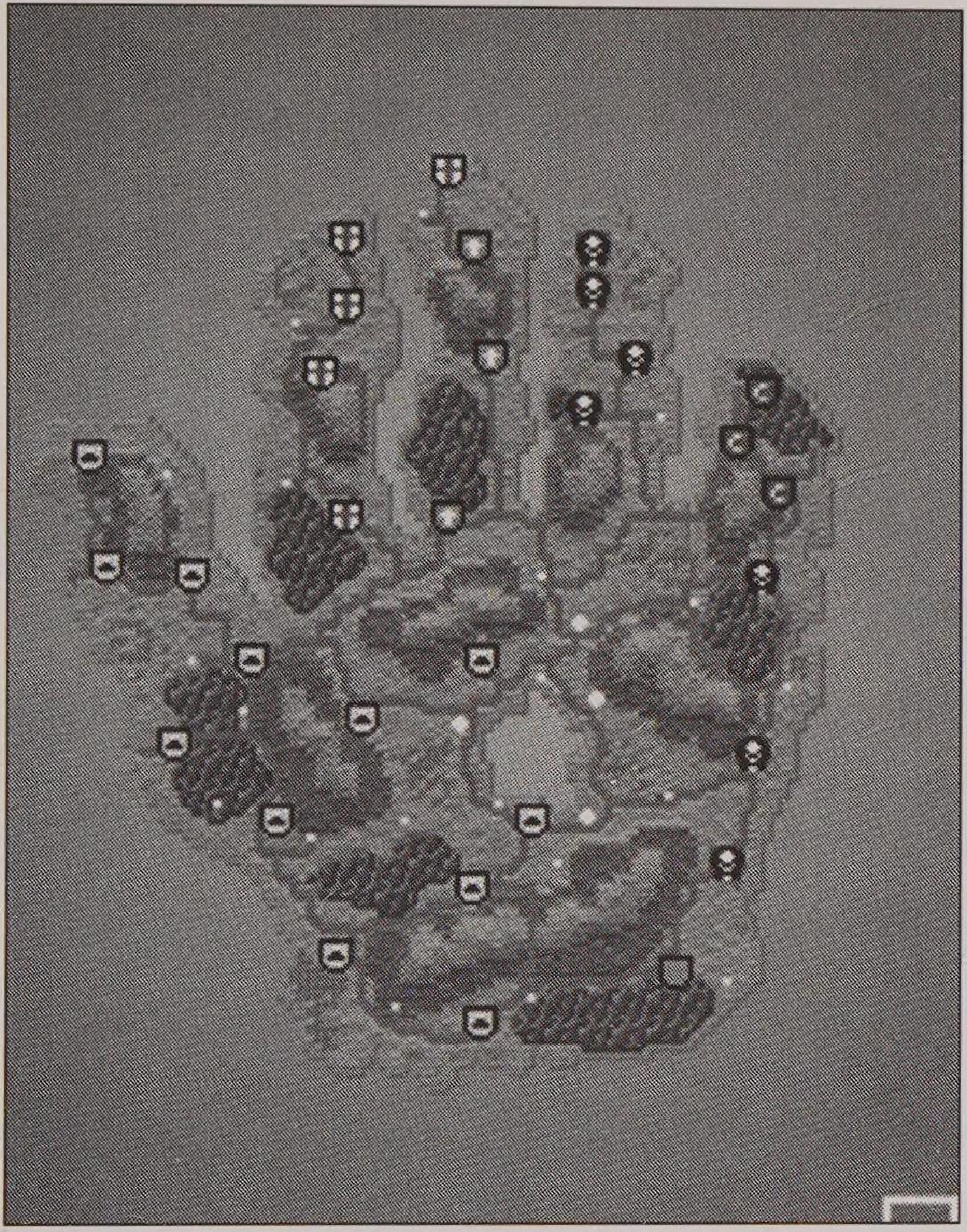


Figure 2-25. The strategic situation as of Turn 23.

Turn 5

Capture Gladesville with the Elephant and send the Hero to Western Wood. Capture the city and proceed to the Ruins there.

Turn 6 and Turn 7

Proceed to the temple east of Western Wood to receive a blessing and a quest for the Hero.

Turn 8 through Turn 10

Begin defensive preparations. Start placing defensive armies in all controlled cities while using the Hero stack to capture new cities. Some time soon during this period, a second Hero becomes available.

Turns 10 Through 20

War begins during this phase. Your two Heroes (and their allies) should strive to capture the palm cities of Village Fate, High Pass, Water's Edge, and Lifeline. You must also control Westlake, Laketown, Palm Lake, and Destiny. In this case, to control these cities means either to fortify them with enough defenses to keep them out of enemy hands (which is probably impossible at this stage of the game) or to raze them. The best strategy is to seize cities from the first list and then to send out commando raids to destroy the cities on the second list. Resist the temptation to bring reinforcements from your rear cities to the palm area; the enemy will soon be executing counterattacks and you must make sure that the rear cities are well protected. Be sure to explore every Ruin in the palm region.

Meanwhile, during this phase, you should have at least one other Hero available. This Hero should continue down the west coast and in the wrist area, capturing cities and exploring Ruins. By turn 20, there should be almost no Ruins still unexplored; your Heroes should account for the majority of explored sites.

The Road Ahead

This is the typical defensive stage of the game. If you've seized the cities cited above, you've destroyed most of the enemies' front-line forces. More forces are certain to come, so you should use this time to build your defensive stacks. When the enemy returns, you should have enough defensive armies to protect your cities that your Heroes are not needed for defensive purposes. They can subsequently execute harassment raids deep in enemy territory. Once the enemies' production centers are destroyed, victory is assured.

OVERVIEW: HOLY

Cities: 41

Ruins: 21

Players: 6

Recommended for Solitaire Play: Christians

Starting City: Rome

The Christians are a good choice, because of the isolation offered by their capital and also because their route of expansion during the initial stages is fairly clear-cut. Go east, young man! Alternately, Judaism offers an excellent position for those players who prefer to control the center of the board at the outset.

Turn 1

Seize Venice with the Hero, then send the Hero south toward the temple at Delphi. Send the Pope to Constantinople (it's Istanbul, not Constantinople. Why did Constantinople get the works? It's nobody's business but the Turks). Produce Crusaders in Rome and Priests in Venice.

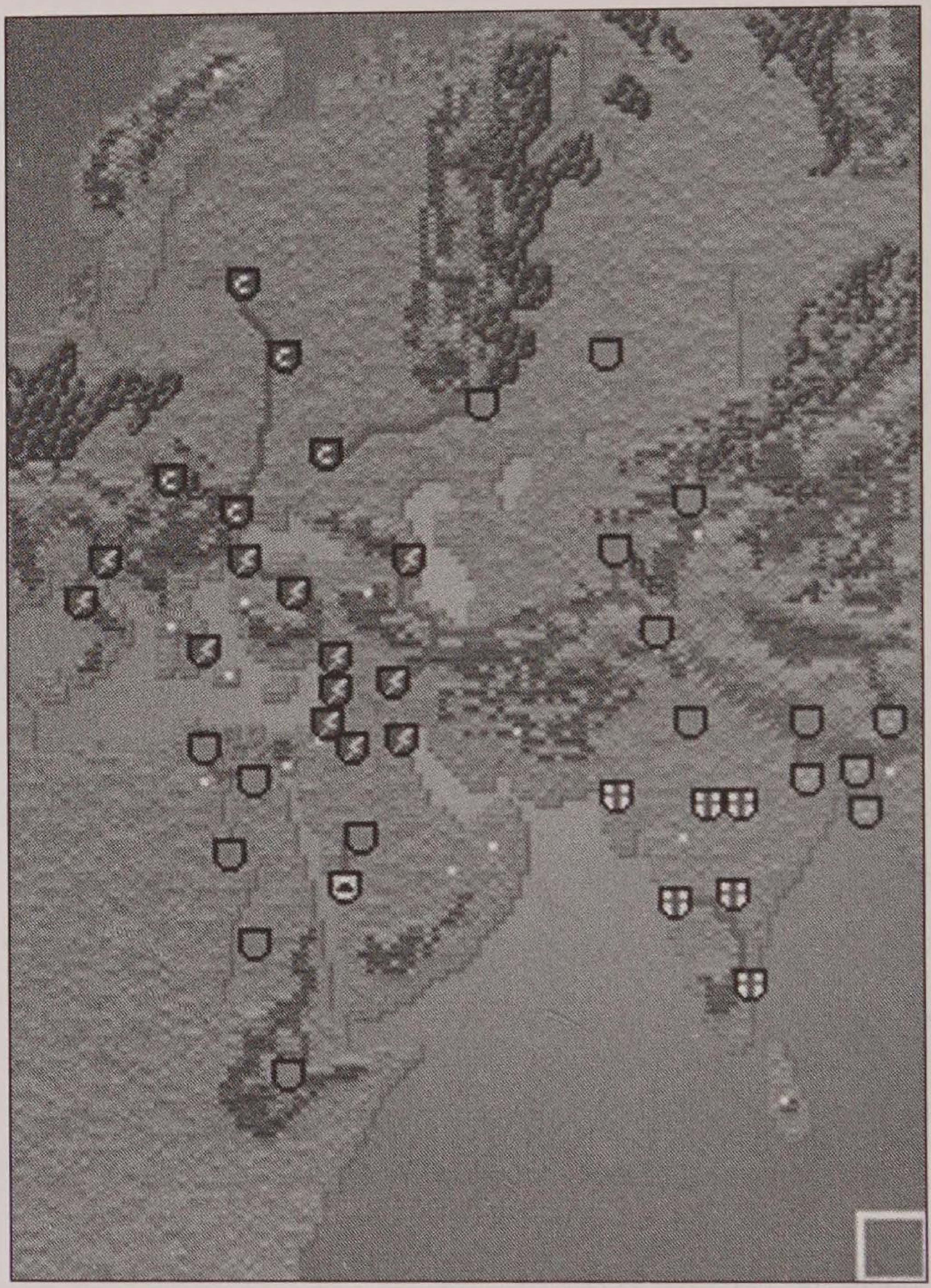


Figure 2-26. *The strategic situation as of Turn 7.*

Turn 2

Have the Hero receive a blessing and a quest at Delphi, then capture Athens. Build Muezzin units at Athens. Capture Constantinople with the Pope, build Priests, and keep the Pope in the city. The Heathens are operating nearby and an unguarded city is too much of a temptation for a Heathen to resist.

Turn 3

Capture Ankara with the Pope and build Priests. Move the Pope south and capture Antioch. Since Holy Hand Grenades are not available in Antioch, build Fundamentalists. The Hero is in the neighborhood, so send it south out of Athens, to the Labyrinth. Leave all other armies in their starting cities to ward off invading Heathen hordes.

Turn 4

Group the new Crusader from Rome with the new Priest from Venice and head for Vienna. The Heathens may beat you there. Meanwhile, with any luck, you'll find that Israel has only two cities, Nazareth and Tel Aviv, both of which are unguarded. Blitz south with the Pope and conquer both cities without declaring war. Your popularity will drop, but the enemies will still appear reluctant to declare war and no other nearby nation poses a significant threat at this time. Build Shepherds at Nazareth and Fundamentalists at Tel Aviv.

Turn 5

Bring the new Shepherd from Nazareth and the Pope from Tel Aviv to conquer Jerusalem. Build the dreaded Antichrist there. Send the Pope on east and capture Ur. Build Goliaths there. The Hero should search the Labyrinth on this turn and find several units of Iotolas willing to join his cause. Send the Crusader's stack to Vienna, but you won't be able to attack it until the next turn. Meanwhile, send two Priests (one from Venice and one from Constantinople) toward Odessa. Send the Monk from Ankara toward Baku. Send the Fundamentalist from Antioch to rendezvous with the Monk.

Turn 6

Declare war on the Heathens. Get three priests together near Odessa. On the next turn, your forces will attack Vienna and Odessa simultaneously. Bring the Hero and the Iotolas back to Athens and group them with the new army produced there. Send the new Fundamentalists in Tel Aviv to protect Jerusalem. Send the Priest and Goliath from Ur north, to Babylon, and build Fire units there. Group the Fundamentalist and the Monk near Noah's Ark.

Turns 7 Through 10

Bring the Hero north through Greece and into Macedonia. Send the Pope north out of Babylon to Baku. Rendezvous with the Monk and the Fundamentalist, then attack Baku. Build Monks there. You now have roughly 30% of all the cities, control of southern Europe and the Middle East, an unopposed approach into North Africa, and a simple war brewing in northern Europe/Ukraine. Seizing control of Africa and defeating the Heathens will ensure your victory.

Turns 11 Through 20

Begin defensive preparations. Use Heroes to capture Odessa, Vienna, Moscow, and Ankara. Resist the temptation to send your Heroes to the Ruins in the far north. Keep them near the front lines.

The Road Ahead

Continue building large defensive armies. Raze any city you can't properly defend. Occupy your Heroes with harassment raids behind enemy lines. Slowly build your defenses while whittling away at the enemy, then release your armies in a massive blitz that will quickly overrun the Middle East. Once Europe and the Middle East are secure, victory is certain.

OVERVIEW: ILLURIA CAMPAIGN

Cities: 80

Ruins: 40

Players: 8

Recommended for Solitaire Play: Orcs of Kur

Starting City: Kor

The Orcs of Kur share the vast eastern continent only with Lord Bane. One strategy would be for them to blitz through the neutral cities on that continent and then to garrison the bridges to the west while turning to defeat Lord Bane. After that has been done, you can play incursions into the western lands at your leisure. If you choose such a strategy, however, make sure that all the bridges are adequately guarded at all times to keep your rear areas secure. In the replay below, a slightly different strategy was used to afford variety.

Turn 1

Produce Giants in Kor. Send the Hero to capture Gimlad and produce Wolfriders there. Send the Giant south toward Balad Naran.

Turn 2

The Hero should capture Thurtz (building Orcish Mobs there) and Herzag (building Wolfriders there). The Giant should capture Balad Naran and build Wolfriders there, then move south and capture Garom, building Wolfriders there also.

Turn 3

Move the Hero south to the bridge. Move the Giant south from Balad Naran, toward the two cities in the far south. Send the Wolfrider from Gimlad to capture Ar-Arak and build Heavy Infantry there. Bring the Giant from Kor up to Ar-Arak also.

Turn 4

Use the Giant that is now at Ar-Arak to capture Pa-Kur and build Infantry there. Send one Orcish Mob from Thratz to Gimlad to provide a defensive presence. Capture Ilnyr with the Hero and build Light Infantry there. Send the Hero on west, along the north bank of the river. Using the southernmost Giant, capture Gluk and Gork cities, then produce Giants in both. Send the Wolfrider from Ar-Arak north to Paynor. Leave all other newly produced units in their starting cities for defensive purposes.

Turn 5

Continuing west, use the Hero to capture Kazrak and build Light Infantry there. Then send him into the river and move north into

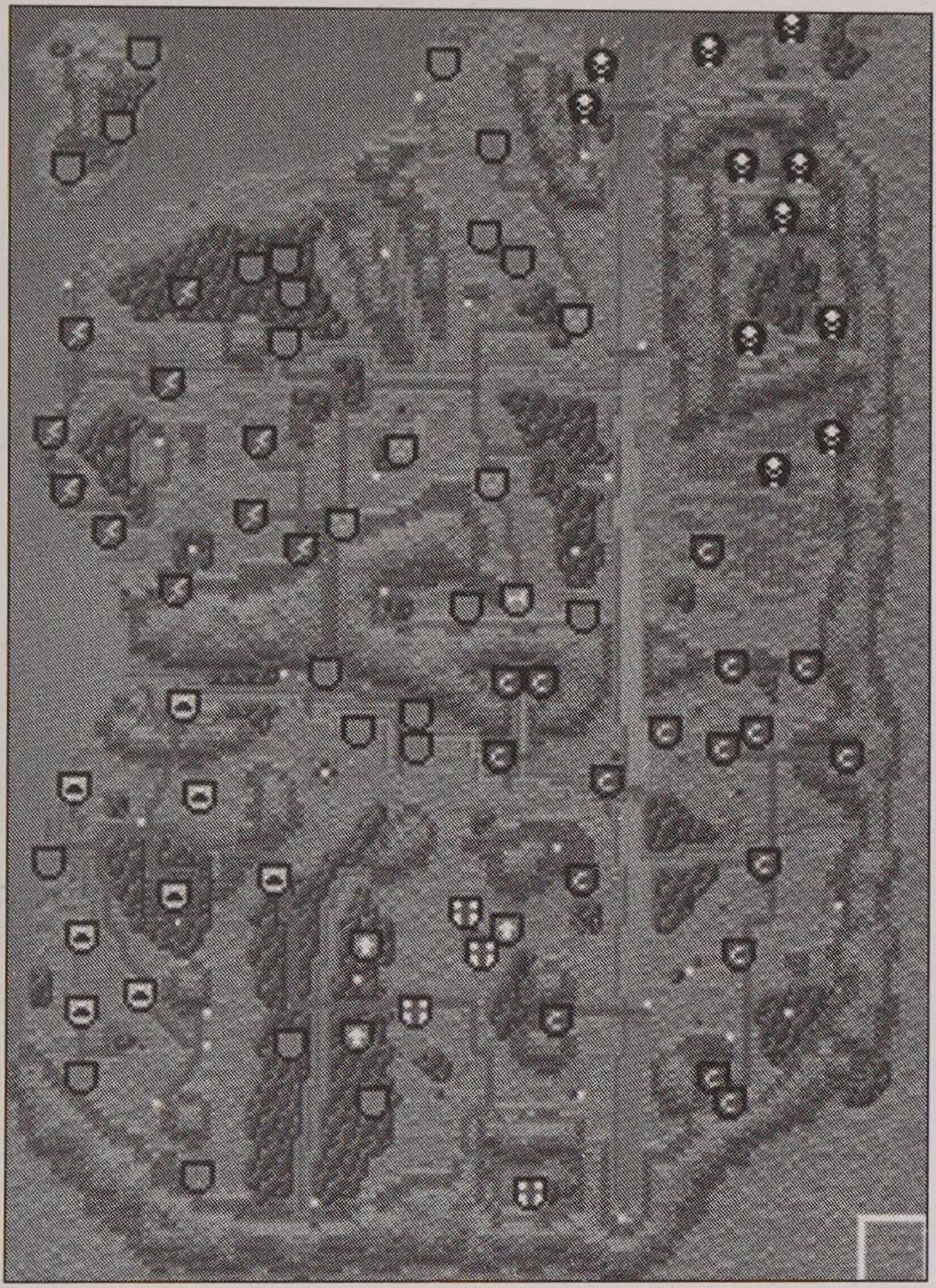


Figure 2-27. *The strategic situation as of Turn 9.*

the hidden valley. Send the Giant in Gluk toward Herueth. Move the new Orcish Mob in Thratz back to their home city of Kor. Send the new Wolf from Gimlad north toward Paynor, along with the new Giant from Pa-Kur. Send the new Giant from Kor west, toward Ilnyr.

Turn 6

Send the new Wolf from Herzag to Ilnyr. With the Hero, capture the Citadel of Fire (then produce Light Infantry there) and the Citadel of Ice (then produce Heavy Infantry there). Send the new Wolf from Balad Naran to Ilnyr also. Capture Herueth with the Giant and produce Light Infantry there.

Turn 7

At Ilnyr, group a Giant, a Wolfrider, and two Infantry, then proceed toward Vernon. Capture Paynore using two Wolfriders and the Giant located near there. Produce Ghosts after taking the city. Send the Giant at Herueth north toward Ssuri. At Thrutz and Gimlad, group the new Orcish Mob and the Wolfrider and proceed north, to Paynor. Send the Giant at Kor to Paynor as well.

Turn 8

Group the Wolf and the Infantry at Ilnyr and head south, toward Duinoth. Continue moving all other armies as above.

The Road Ahead

War begins. Several nations usually open up, with at least a couple declaring war on you. Join the Hero, an Infantry, and the Wolf's stack near Kazrak and continue west. Capture Duinoth with the nearby Wolf's stack and build Light Infantry there. At this point you have more than 22% of all the cities and a strong defensive position. Leave no cities unguarded; begin operating on your own. Focus on removing the Sirians and Ssuri first, then proceed north against your remaining enemies.

OVERVIEW: INVASION

Cities: 79

Ruins: 30

Players: 8

Recommended for Solitaire Play: Solarians

Starting City: Solarian ship

The Solarians enjoy an isolated starting position in the southwest corner of the map. They should concentrate on consolidating their home island fairly quickly, as well as establishing a beachhead on the continent to the east before the opposition becomes too firmly entrenched there.

Turn 1

Send the Hero east and capture Selithrow, then build Vibrocannon there. Build Rangers in the capital city. Use the Heavy Gravtank to capture Seltibole, then produce Drones there. Head east toward Tarwood.

Turn 2

Send the Hero cross-country toward Arktithorn. Capture Tarwood with the Heavy Gravtank and build Light AFVs there. Send the Gravtank into the water, toward Zarsea.

Turn 3

Take the Ranger from its home city and move toward Zarulnon. Begin building Gravtanks again in the capital city. Capture Arktithorn with the Hero and build Rangers there. Send the Hero across the water toward the bridges east of Selipa. Capture Zarsea with the Gravtank and build Space Dogs there. Send the Gravtank cross-country toward Stachel. Take the two Drones from Seltibole and attack Pasnon. Build Light AFVs there. Send the Drones northwest toward Pasport.

Turn 4

Using the two Drones, capture Pasport and build Light Infantry there. Continue moving the Hero toward the bridges and the Ranger toward Zarulnon. Capture Stachel with the Gravtank and build Mutants there. Continue northeast out of the city, toward Tres. Meanwhile, leave all other new units produced on this turn garrisoned in their cities of origin.

Turn 5

Take the two Drones now in Seltibole toward Masrow. Send the surviving Drones at Pasport to rendezvous with these Drones near Masrow. Capture Zalrulnon with the Ranger and produce Light Infantry there. Using the Gravtank, capture Unas, Duos, and Tres. Produce Scouts in all three cities. The Hero should move aground at the bridge and head for Selipa.

Turn 6

Send the Gravtank from the mother ship toward Selipa. Send the new Light Infantry from Pasport into the sea, heading for Jadliat. Rendezvous three Drones near Masrow. Send the Space Dog from Zarsea north to Masrow and group it with the three Drones. Capture Masrow with that stack and build Light AFVs there. Capture Selipa with the Hero and build

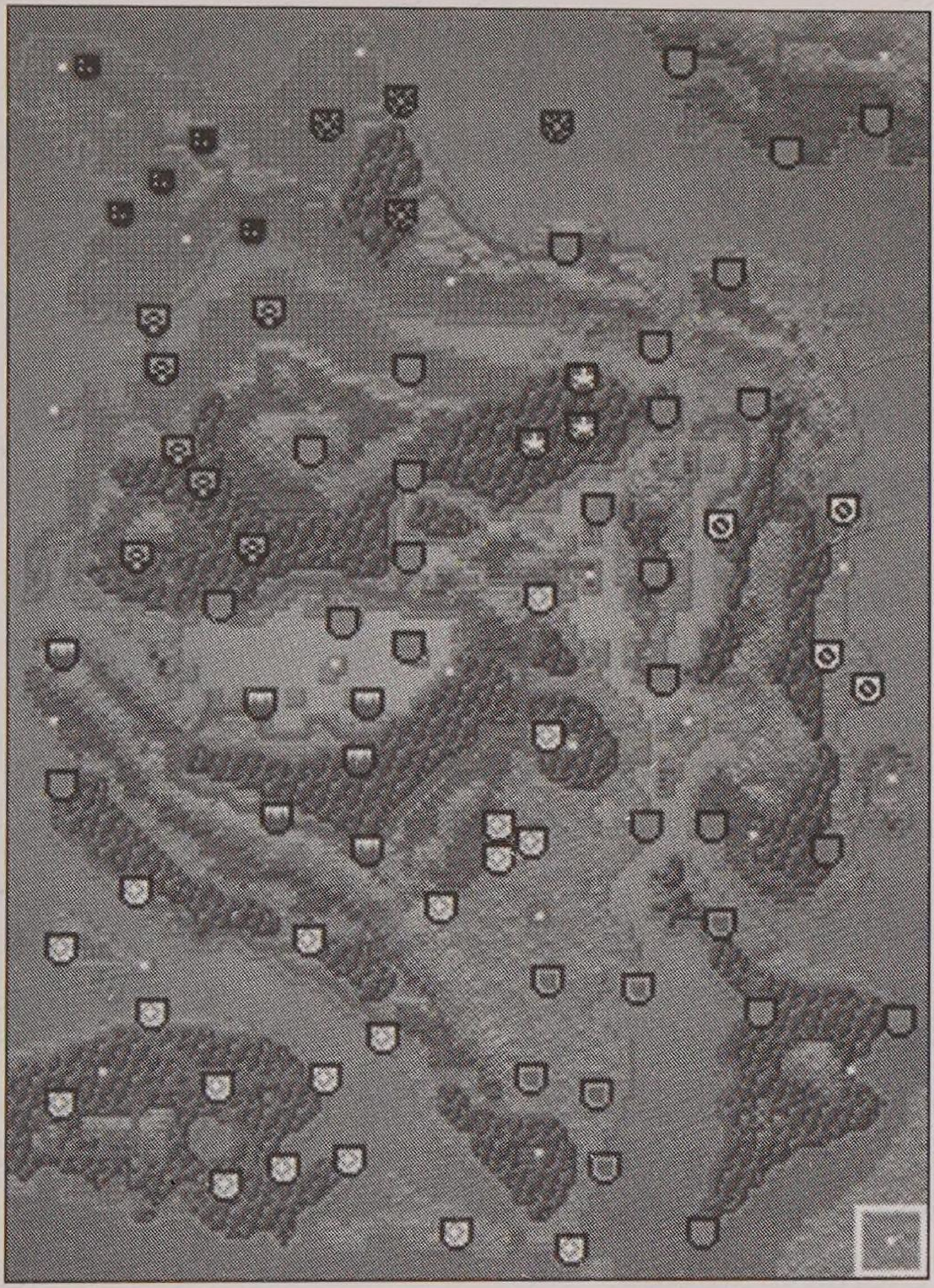


Figure 2-28. The strategic situation as of Turn 8.

Scouts there. Send the Gravtank northeast from Duos and capture Pasitrel; build Space Dogs there.

Turn 7

Send the Hero east to Korreblue. Using the seaborne Infantry near Pasport, capture the city of Jadliat and build Heavy AFVs there. Leave all other new units in their cities of origin for defense. Change production as follows: Zarulon to Pasirtel, Solarian Ship to Duos, Selithrow to Unas, Seltibole to Stachel, Pasnon to Jadliat, and Pasport to Jadliat.

Turn 8

Send the Gravtank at Pasirtel north to Limdrane, capture the city, and produce Light Infantry there. Capture Korreblue with the Hero and produce Light AFVs there.

The Road Ahead

You now have enough cities for certain victory. First, declare war on the Vegans and eradicate them from the map as you keep moving your forces east. By the time the Vegans have been exterminated, you'll own the lower one third of the map. Declare war on one country at a time and proceed north until all enemies have surrendered or you have achieved victory by systematically eliminating them.

OVERVIEW: ISLADIA CAMPAIGN

Cities: 80
Ruins: 40
Players: 8
Recommended for Solitaire Play: Mercanians
Starting City: Gold Port

The map for this scenario is basically an island. The island is shaped like a leaf with three segments that point upward toward the north. The Mercanians have a good starting point because of their central location in the middle of the island. This gives you the ability to attack opponents to the north and south with little chance of interference from others. Control of this center segment is vital, because it divides the map and provides many routes to your opponents' lands.

Turn 1

Begin production of Heavy Cavalry units in the capital of Goldport. Group the units there and send them northwest to the Temple to be blessed. Send the Heavy Cavalry unit northwest, to take Tethrahn, and begin production of Pikemen before proceeding north toward Jasmon. Send the Hero northeast, toward Aspenwatch. Vector units from Tethrahn to Goldport.

Turn 2

Your Hero reaches and captures Aspenwatch and starts production of Heavy Cavalry there. From there, send him east to search the Temple. After leaving the Temple, send him to search the Ruins to the south before heading east toward Elfgard. The Heavy Cavalry will be busy on this turn as well. First they'll capture Jasmon and begin production of more Heavy Cavalry, then they'll head west to capture Leshnor and begin production of Heavy Infantry. The last of their movement will carry them north-northeast, toward Outpost. Vector production from Leshnor and Jasmon to Goldport.

Turn 3

The Hero reaches and seizes Elfgard and starts production of badly needed Pegasi, then turns north, toward Lindenway. The Heavy Cavalry reaches Outpost and takes it for the production of Giants. The Hero then proceeds north, toward Granite. Vector production from Aspenwatch to Elfgard.

Turn 4

Send Pikemen from Goldport south to capture Silverway and start production of Heavy Cavalry units there. Send Heavy Cavalry from Goldport south, to take Bloodway. Start production of Heavy Infantry units there, then send the Cavalry west-southwest, on a course for Jeolyn. The Hero reaches and seizes Lindenway, where production of more Pegasi is started, before he moves northeast toward Greenhaven. Granite falls to the approach of Heavy Cavalry and the city begins producing Giants. The Cavalry then moves on to the northeast to capture Quartz, where production of more Giants is started.

Turn 5

The Hero arrives at Greenhaven, which yields to superior force and begins production of Pegasi before the Hero moves north toward Portalle. The Heavy Cavalry thunders in to capture Jeolyn and start production of more Giants there. Group two units at Goldport and send them east by boat, toward Gateway. Send Pegasi from Elfgard northeast to group with the Hero outside Portalle. Vector production from Aspenwatch, Outpost, and Leshnor to Bloodway. Vector production from Tethrahn and Jasmon to Jeolyn. Vector production from Elfgard and Lindenway to Greenhaven.

Turn 6

Group the Pegasi and the Hero outside Portalle and capture the city for production of more Pegasi, then send them northwest, toward Aspenhome. Group units at Bloodway and send them south, toward Thesit. Bring a Heavy Cavalry unit from Silverway to Garrison Bloodway. Send units from Goldport to the neighboring Temple, to be blessed before heading south toward Bloodway. Continue this operation for further units from Goldport.

Turn 7

Gateway falls to the naval attack and begins production of Light Cavalry. The capture of this city and the two neighboring ones will cut the western side of the map in half, preventing your opponents there from growing too powerful. The Hero stack fells Aspenhome and starts production of more Pegasi there. Order the Heavy Cavalry units at Jeolyn and Bloodway to join the stack outside Thesit, seize the city, and start production of Wolfriders. Vector production from Leshnor and Goldport to Gateway.

Turn 8

Send Heavy Cavalry units east from Thesit to Mercon. Bring more Heavy Cavalry units from Bloodway down to join them and capture the city. Begin production of more Heavy Cavalry units there. Send Light Cavalry units from Gateway north to capture Trelar and start production of Pikemen. Send two strong units from Jeolyn to Gu'thar. Seize the city and start production of Light Cavalry units there. Group Pegasi at Greenhaven and send them northeast, toward Nerig. Group units at Bloodway and send them east, toward Jorin. Send all the Giants from Granite and Quartz north, toward Stonefell.

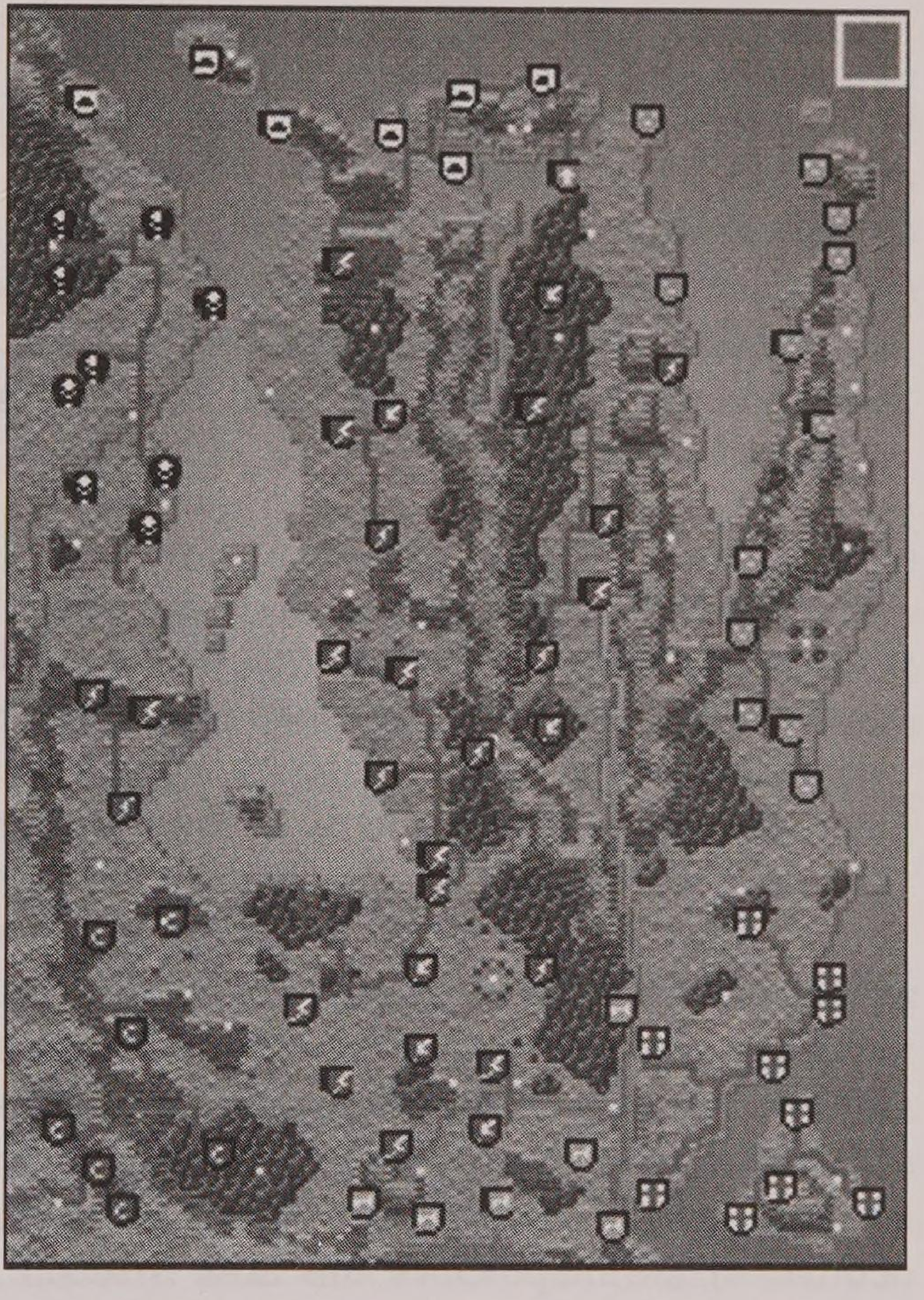


Figure 2-29. *The tactical situation as of Turn 10.*

Turn 9

Your Pegasi stack reaches Nerig, takes it, and starts production of Light Cavalry. Group your Hero with Pegasi at Aspenhome and send them north to take Sheaf for the production of more Pegasi. Direct the Heavy Cavalry from Gu'thar and Thesit south to capture

Horsepeak and start production of more Heavy Cavalry units there.

Turn 10

The stack reaches Jorin, captures it, and starts production of Heavy Cavalry units there. Giants capture Stonefell and start production of more Giants.

The Road Ahead

At this point, the Mercanians will be the most powerful force on the map. Continue advancing to the north and south, cutting the map in half. Your opponents to the east are generally the weakest, so they'll make the best target. Garrison the towns along the western front so you'll be prepared for a surprise attack against you; seize control of the eastern half of the map. If the remaining opponents haven't sued for peace by then, begin a pincer action against the towns in the southwest corner of the map. Once this area is secure, begin an all-out drive to the northeast and decimate the remaining opposition.

OVERVIEW: ISLES OF SORCERY

Cities: 20
Ruins: 16
Players: 4
Recommended for Solitaire Play: Magicians
Starting City: White College

The map for this scenario is a group of islands. There is an island, with a capital on it, in each of the four corners. On the central island is only one city, Orb Citadel. This city produces Dragons, the most powerful units in this scenario. Magicians are the best group to play, because they start the game with a Wizard. The Wizard's movement rate of 50 will allow it to reach Orb Citadel before any of the other players can do so. The Dragons produced in this city can become the deciding factor in the coming war. The two Ruins on the Magicians' island will be useful, because they generally provide gold, which will hasten the arrival of more Heroes.

Turn 1

Send your Hero south to search the Ruins of Secret Hall, then north toward the Ruins of Potion Tower. Send the Wizard east-southeast to capture Moonlight. Begin production of Light Cavalry units there, then set sail to the southeast, toward Orb Citadel on the central island.

Turn 2

Send Light Cavalry from Moonlight by boat northeast, toward Caldera. Continue the movement of the other units that are in transit.

Turn 3

The Hero reaches and searches the Ruins before heading east, toward Crescent. The Light Cavalry land at Caldera, occupy the city, and start production of Light Infantry there. The Wizard reaches and captures the lightly defended city of Orb Citadel and starts production of Dragons there. With his

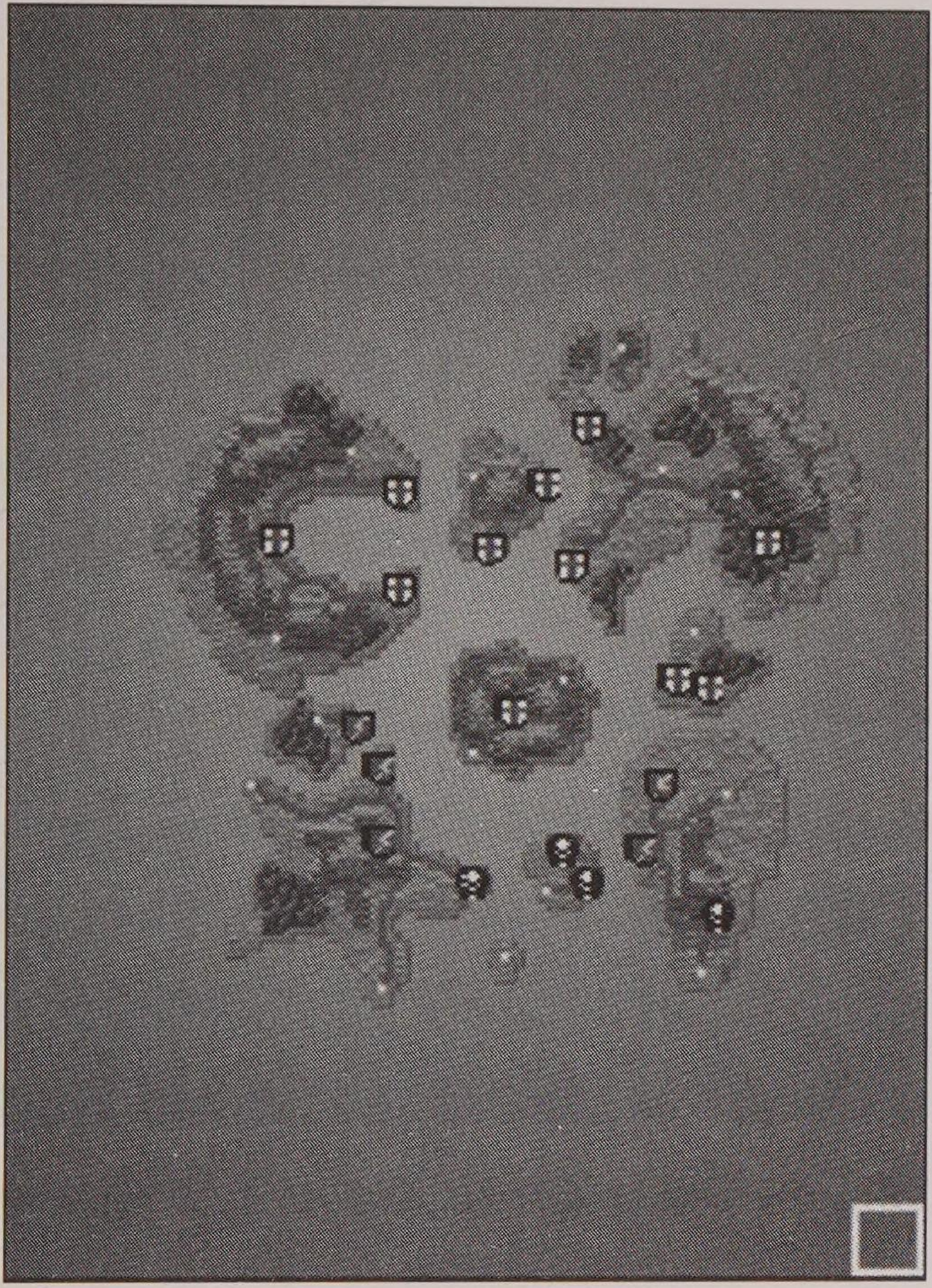


Figure 2-30. *The tactical situation as of Turn 10.*

remaining movement, send him toward Grave, which is across the water to the east. Send a unit of Light Cavalry by boat from Moonlight to garrison Orb Citadel.

Turn 4

Your Hero captures Crescent and starts production of Light Cavalry units there before sailing east, toward Aentvale. The Wizard lands at Grave, captures it, and starts production of Spiders.

Turn 5

White College will now have graduated a new Wizard. Direct him east, toward Aentvale. Send the Wizard from Grave east, to take Tombstone and start production of Orcish Mobs before returning to Grave.

Turn 6

Your Hero docks at Aentvale, captures the city, and starts production of Light Infantry there. Group the Light Cavalry units at Moonlight and transport them by boat to Caldera.

Turn 7

The new Wizard reaches Aentvale and groups with the Hero. At the same time, the Light Cavalry units arrive at Caldera. Send the Wizard from Grave, by boat, to the southern port on the northeast island. Group the Light Cavalry units at Crescent and ship them to Caldera. The forces at Caldera are being reinforced because the Druids usually build a powerful stack in Crater, to the northeast. Send the new Dragon from Orb Citadel northeast toward Hornleaf, in the northeast corner of the map, in preparation for an attack there on the next turn.

Turn 8

The Dragon will capture Hornleaf on this turn and start production of Archers there. Send the stack from Caldera northeast to capture Crater and start production of Light Infantry there. Group units at Moonlight and ship them to Orb Citadel to garrison it.

Turn 9

Send the Dragon from Hornleaf and the Wizard from Aentvale to Green College to group with the Wizard, which will be headed toward there on the next turn. Vector production from Crater, Hornleaf, and Crescent to Orb Citadel. Begin flowing extra units from the north southward.

Turn 10

Group the Dragon and the two Wizards at Green College and capture the city. Start production of Unicorns in this city. Send any survivors of this attack south.

The Road Ahead

By now, Magicians have possession of more than half the cities on the map. The entire northern half of the map is under their control and the Druids no longer exist. Continue flowing units southward. Examine your remaining opponents and concentrate your attacks on the weaker of the two. In short order, the Magicians will have either peace or total victory.

OVERVIEW: ISLE OF THE WHEEL

Cities: 21
Ruins: 26
Players: 5
Recommended for Solitaire Play: Hublings
Starting City: Hub

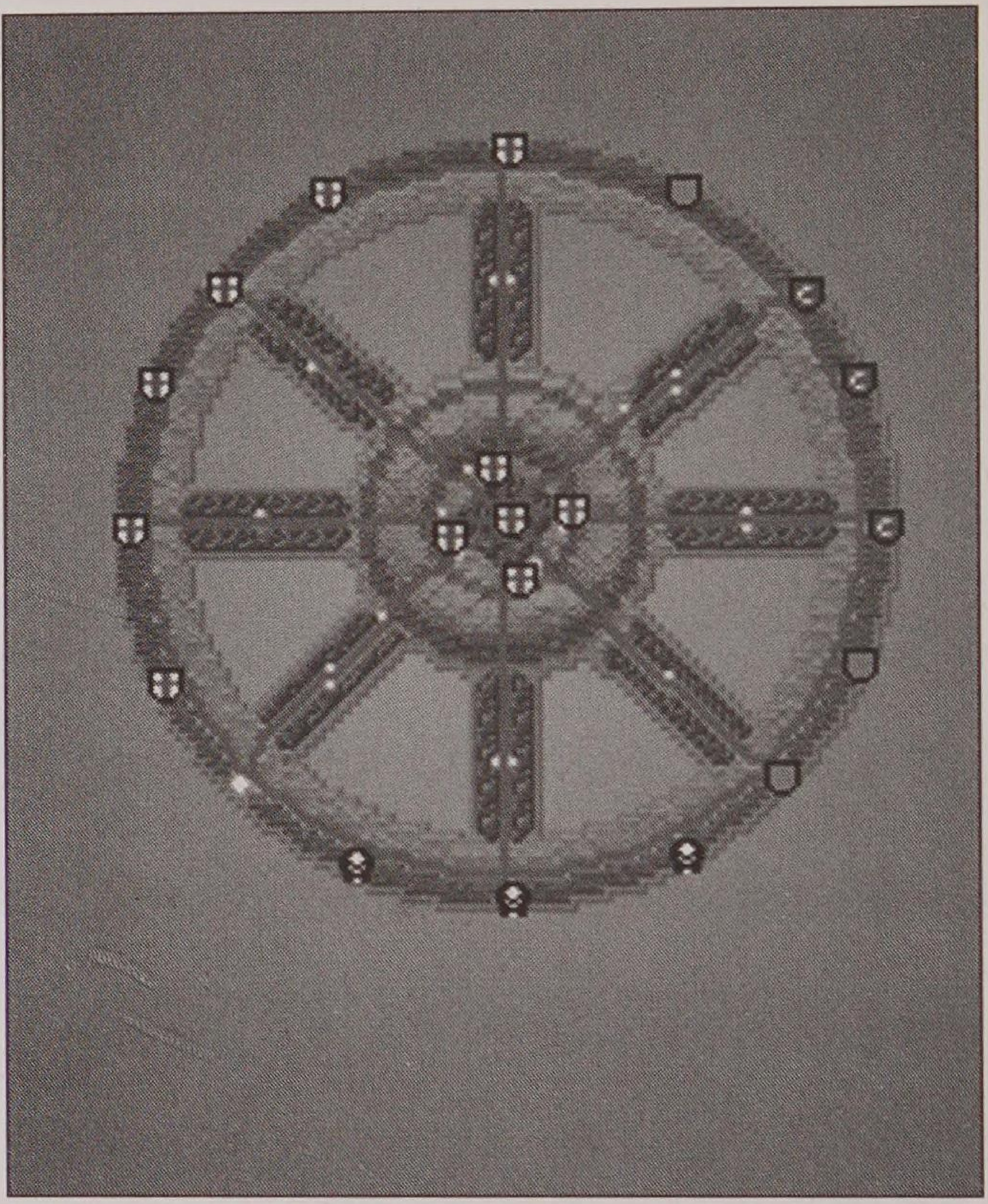


Figure 2-31. *The strategic situation as of Turn 6.*

This is a simple scenario, which can be won in fewer than 10 turns. If all battles proceed according to schedule, two enemies will have been destroyed by turn 6 and the remaining two will surrender on turn 7. Rapid assault is the key; all opponents will ally against you in any case, so you may as well move quickly.

Turn 1

Using the Hero and the Pegasus, seize the three of the four remaining cities that are located inside the hub. Use the Pegasus against the northwest and southwest cities; use the Hero against the southeast city.

Turn 2

Using the Hero, conquer the northeast city, the only one remaining inside the hub. Send the Pegasus to receive a blessing at the temple southwest of the hub. Start exploring the Ruins inside the hub in a clockwise pattern.

Turn 3

Generally, a second Hero becomes available on this turn, thanks to the money you find in the Ruins on turn 2. Use this Hero to explore the remaining Ruins inside the hub. When you are presented with a Sage, ask for the "boots of speed" item. Your Hero stack will require maximum speed for you to win this scenario in fewer than 10 turns. Send the first Hero to rendezvous with the Pegasus at the southwestern temple.

Turn 4

The Hero inside the hub should now have explored all Ruins remaining inside the hub and also have obtained the boots of speed. Send this Hero along the path that leads out of the hub at 12 o'clock. There are two more Ruins up that path, which this Hero will explore on the next turn. Meanwhile, secure a blessing for the other Hero and ask for a quest. With any luck, you'll be assigned to conquer a city that contains no guards (few cities contain guards at this point).

Turn 5

The speedy Hero at the top of the map should explore the two Ruins, then proceed to capture cities in a counterclockwise pattern, starting from the top of the island. Don't worry about leaving guards behind; just capture as many cities as you can, as quickly as possible. Split the stack up as necessary so that the fastest armies can continue to engage enemy forces even after the slower armies run out of movement points.

Execute a similar pattern with the southern Hero, but attack in a clockwise pattern. On turn 6, the two Heroes should meet at roughly the 9 o'clock position.

Turn 6

Continue the assault pattern. By the end of this turn, two enemies should have been destroyed and another heavily assaulted. The remaining countries will surrender shortly.

The Road Ahead

If you've followed the recommended strategy up to this point, nothing but the tears of your enemies will await you on the bricks of the road ahead.

OVERVIEW: JUNGLE VALLEY

Cities: 60
Ruins: 25
Players: 8
Recommended for Solitaire Play: Rocklings
Starting City: Bamboo

This map is unique in that all of the starting positions are essentially equal. No capital enjoys a significant advantage, either in its concentration of cities or in its wealth. Therefore, our decision to be the Rocklings is no better than any other.

Turn 1

Send the Hero south and capture Mahogany while sending the Zebra north to attack Cottonwood. Produce Falcons at Bamboo, Zebras at Cottonwood, and Minotaurs at Mahogany.

Turn 2

Send the Hero southeast, toward Arboreal. Send the Falcon just produced at Bamboo southeast to rendezvous with the Hero. Keep the Zebra in Cottonwood.

Turn 3

Keep the new Falcon in Bamboo for defensive purposes. Send the new Minotaur produced at Mahogany southwest toward Sylvan. Group the previous Falcon and Hero together, then attack Arboreal. Build Wild Horses once you have Arboreal under your control. Then send the Hero stack southeast out of the city, toward the Ruins at Weakened.

Turn 4

Group the new Falcon at Bamboo with the defensive Falcon already garrisoned there. Change the city's production to Zebras. Meanwhile, bypass Sylvan. The single Minotaur cannot defeat the Elemental stationed there. Send the Minotaur on south past the city. Continue moving the Hero farther south toward Yellow Pine, making sure to explore the Ruins along the way. Send the two Zebras from Cottonwood north and capture Redwood. Build Lions there. After capturing Redwood, send the Zebras north toward Willow.

Turn 5

Send the new Minotaur from Mahogany south, toward Sylvan. Send the Minotaur that is already near Sylvan further south, toward Pasagreen. Keep moving the Hero toward Yellow Pine. Send the two Zebras farther northeast and capture Willow. Build Hunters there.

Turn 6

Have the two Minotaurs rendezvous at Sylvan. Bring the Wild Horses just produced at Arboreal to Sylvan as well. Leave the Zebra in Willow. Continue moving the Hero toward Yellow Pine.

Turn 7

Take the Zebra and two Falcons from Bamboo toward Calabra. Send the new Minotaur from Mahogany toward Sylvan. Attack Sylvan with the Wild Horses and the Minotaurs stationed there. Build Elementals there. Send the newly produced Zebra and Lion from Cottonwood and Redwood north to rendezvous with the Zebra at Willow.

Turn 8

Leave the two Minotaurs in Sylvan on this turn to rebuild their movement points. Declare war on the Lions and prepare to attack Yellow Pine on the next turn. Leave the new Hunter in Willow and send two Zebras and one Lion to capture Palm.

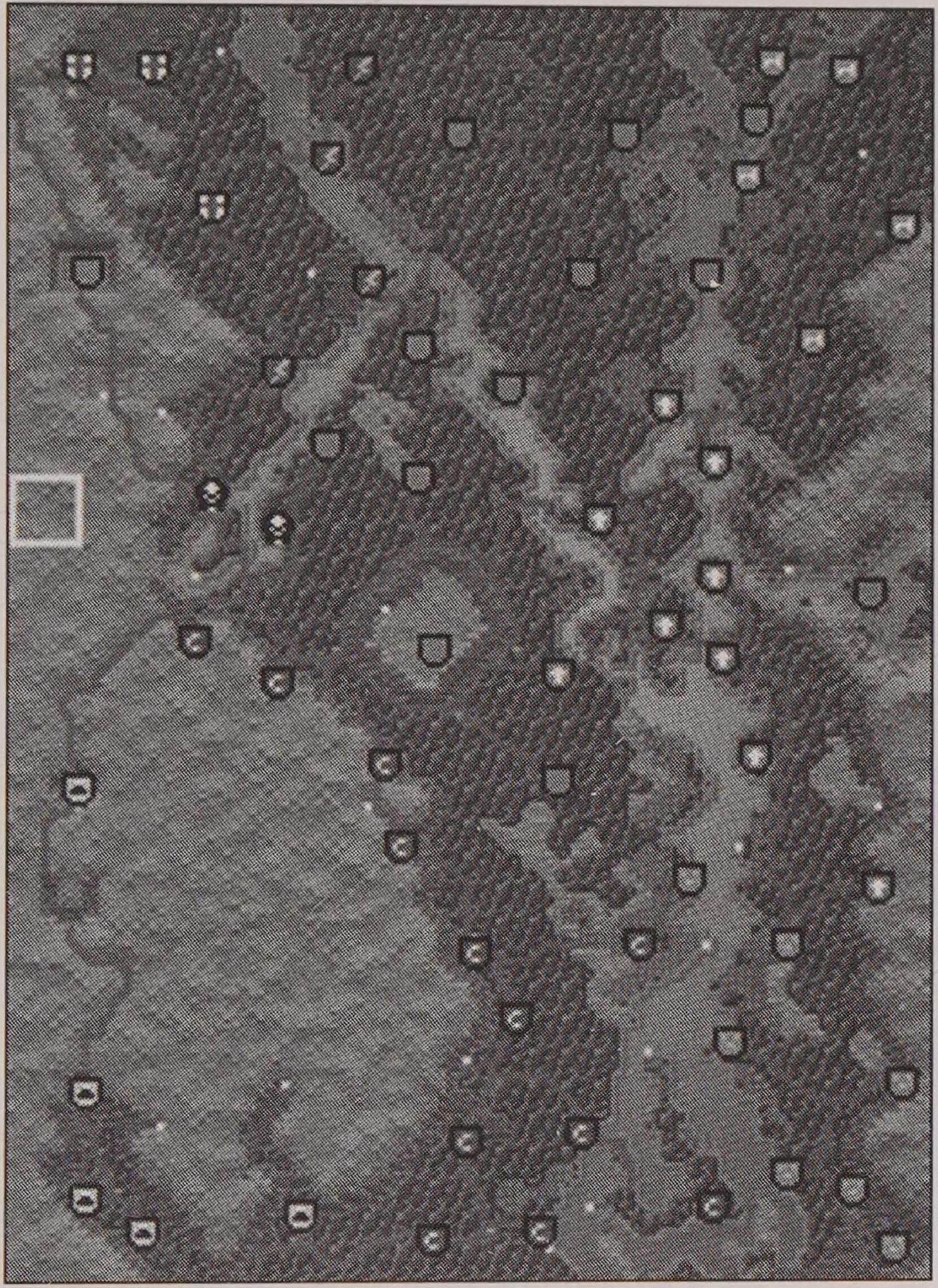


Figure 2-32. *The strategic situation as of Turn 12.*

Turn 9

Send the new Wild Horses at Arboreal south through the brush toward Red Oak. Send the two Minotaurs south from Sylvan toward Pasagreen. Send the new Minotaur from Mahogany to rendevous with other forces near Calabra. Capture Yellow Pine with the Hero and build Pygmies. Defensively group the Hunters at Willow. Send the forces currently in Palm into the mountains toward Sequoia.

Turn 10

Continue moving the Minotaur toward Calabra. On the next turn, the stack should be strong enough to attack Calabra. Send the new Zebra from Bamboo toward Sylvan. Send the new Zebra from Cottonwood to rendezvous with the Lion at Redwood. Have both armies continue to Willow and group with the Hunters garrisoned there. Attack and capture Sequoia. Build Wolfriders there. Have the surviving forces continue south through the mountains, toward the Eagle city of Lumber. Continue moving the Wild Horses from Arboreal through the woods toward Red Oak. Move the two Minotaurs up to Pasagreen and declare war on the Eagles. Keep the Hero stationed in Yellow Pine until the city produces some supporting armies.

Turn 11

Leave a Zebra stationed in Sylvan for defensive purposes. Occupy Pasagreen and produce Sprites there. Capture Calabra and build Spiders there. Send the forces from Willow north to Palm. Bring the newly produced Minotaur to Sylvan. Have the forces currently in Sylvan rendezvous with the Wild Horses near Red Oak.

Turn 12

From this point on, don't leave any cities without at least one defensive guard unit. Capture Red Oak and build Falcons there.

The Road Ahead

At this point, you have captured 20% of the cities. Your forces have the Eagles surrounded. Continue bringing armies from Palm south into the mountains while sending forces from Sylvan and Pasagreen west. Crush the Eagles from two directions, then turn your attention east, against the Lions. You will then have one half of the map under your control and be ready to move north.

OVERVIEW: KNIGHT'S ISLE

Cities: 21

Ruins: 27

Players: 4

Starting Side: Black Knights

Starting City: Blakkheim

In this scenario the Black Knights are the superior force, because their position allows them to simultaneously attack the maximum number of cities while getting at the majority of the Ruins on the map. The most critical cities are Pachyd, Tusk, and Dragonnet. Pachyd and Tusk produce the Elephant units, which are 8-strength creatures. Dragonnet produces Dragons, which, as flying 9-strength creatures, are formidable foes indeed. Another important thing about these three cities is that they're close together, so that one or two defensive stacks can cover all three of them.

Heroes play a critical role in this scenario. The White player, with the ability to create the Archon unit at their home city, is even slightly better off than the Black king in terms of firepower. However, if Black takes maximum advantage of his Heroes, he can handily win the game by properly utilizing allies and items from Ruins.

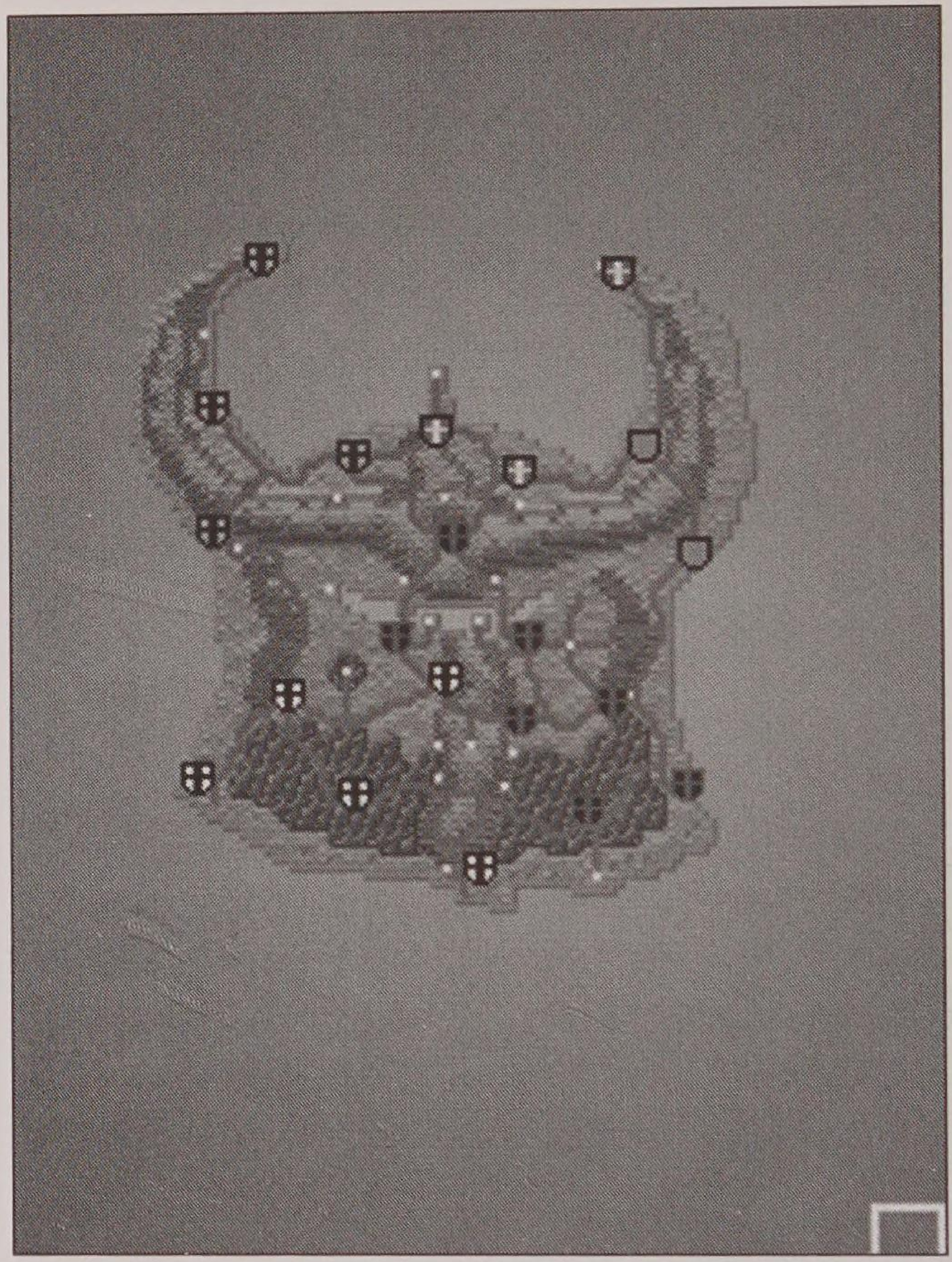


Figure 2-33. *The strategic situation as of Turn 10.*

Turn 1

On the first turn, take the Hero to Gap and start building a unit of Archers there. At the same time, search the Ruin beside the castle for allies or treasure. If now, or at a later time, you should discover a Sage, ask for the locations of allies. Allies can make the difference between an easy rout of your enemies and a hard-fought war. The Demon unit that remained at Blakkheim should take the city of Ogrillum and start production of Giants. Then move to the Ruins of Glitterhall.

Turn 2

Move the Hero from Gap and meet up with the Demon unit at the Ruins of Glitterhall. Explore these Ruins, then go on to take the city of Rivet. At Rivet, start producing Heavy Infantry units.

Turn 3

Explore the Ruins of Gemfire with the Hero stack, which should now include the Demon unit. After this, look to see whether the Ruins around Dragonnet are in danger of being explored by any of the other players. If the Ruins appear to be secure, and no aggressors are moving in on Pachyd or Tusk, take the extra time to start for the Ruins of Sparkwell, to the west. If not, go directly to take Pachyd and continue through the rest of the plan.

Turn 4

Explore Sparkwell and go toward Pachyd, to the north.

Turn 5

Take Pachyd and start production of Heavy Infantry. If you've acquired a large number of allies during your explorations, start production of Elephant units instead and leave one of your allies here to hold the city. Next, move the Hero stack to Tusk.

Turn 6

Take Tusk and start production of Heavy Infantry there. If Dragonnet and the Ruins around it are not in danger, take the extra time to explore the Ruins of Syght, to the east.

Turn 7

Move up to the Koril Ruins to the east and explore them, then start for Dragonnet.

Turn 8

Take Dragonnet and explore the Dragonseat Ruins. If you have a fair number of allies, leave one or two at Dragonnet and keep your Hero stack going in the rest of the turns outlined below. However, if you're low on allies, it might be wise to stay at Dragonnet until it has produced a Dragon.

Turn 9

Explore the Jalik Ruins to the south, then head on toward the Vizhyun Ruins, farther south.

Turn 10

On this turn, the Ruins of Vizhyun should be explored and the city of Skytlake should be taken. The Hero can continue on to attack the Temple of Ile to the east. One Demon should be left at Blakkheim; the other should proceed toward Bazarad, to the southwest. Along the way, all of the Giants that have been so patiently waiting at Ogrillum should join the Demon's stack. On the next turn, they'll destroy Bazarad.

The Road Ahead

With the high-firepower units of the Dragons and the Elephants at your disposal, as well as your allies or secondary Hero stacks, the game is well in hand. By turn 20, over half of the cities should be yours, and pitiful cries for mercy should be sounding in your ears.

In the course of this game, it's very common to acquire a number of Heroes. If their stacks are located in the south, they can be used to start the assault in that area early and plunder any Ruins in the southern half of the map that remain unmolested. If they're in the north, they can augment the main Hero stack if it's getting thin, or can simply split off to take out all of the goals before turn 10.

OVERVIEW: LANDLORDS

Cities: 37
Ruins: 21
Players: 5
Side: Army
Starting City: Headquarters

This scenario is hard-fought, but fairly open-and-shut. The Army almost immediately takes possession of the AirBase, which produces the most powerful piece on the board: the FA-18, a power-9 flying unit. All of their other facilities, except the Naval Base, produce power-5 tanks, which are strong general-purpose units that are produced at high speed. The Naval Base makes helicopters: rapidly produced flying units that add +1 to any stack they're part of.

The Army also has an advantage, since only three main passes lead into its home territory. One of these, the road on the far east side of the map, is never used by enemies. Therefore, only two points must be guarded to ensure homeland security.

Turn 1

Start production of Tank units at the HQ and take the Hero and the General units to the Church Temple to the east to be blessed. Then send the General south, toward the Naval Base, and the Hero east, to the Academy.

Turn 2

Take the Naval Yard and start production of Helicopters. Start the General toward the Academy.

Turn 3

The General rejoins the Hero and they take the Academy. Start the Academy producing Tanks. Move the Hero stack toward the AirBase.

Turn 4

Take the AirBase with the Hero and start producing FA-18s. These units take some time to produce, but are the strongest units in the scenario, so they're well worth the wait. Hit the Air Terminal Ruins directly north and pick up anything of value there. Start the Hero stack toward the Ruins of North Lookout, to the east. Send the Helicopter unit from the Naval Base and the Tank from HQ to rendezvous next to the Fort.

Turn 5

Search the North Lookout Ruins with the Hero and start for the Nuclear Plant to the west. Attack the Fort with the stack there and start production of Tanks. Start this stack toward Guns'R'Us, located in the far west (and slightly south) portion of the map.

Turn 6

Move the Tank from HQ, the Tank from the Academy, and the Helicopter from the Naval Base to create a strike force in front of the Barracks. Finish the move for the stack in transit to Guns'R'Us and take that city. Start producing Tenants. If Guns'R'Us is not in any immediate danger of attack (and it's probably not, since the occupants of the Slum normally don't head north right away), move the strike force toward Arsenal, to the far west.

Turn 7

Take the Barracks and start production of Tanks. Take the remainder of this stack and move it to Cinema, in the south. Use the Hero stack to take the Nuclear Plant. Start production of Guards there. Move the Hero stack onward to meet up on the next turn with the strike force merging on Cinema.

The Guns'R'Us strike force should be at the gates of Arsenal on this turn. Send the Tank from Fort to join them and take Arsenal. Start production of Tanks. Send the troops remaining from this battle back to Guns'R'Us to meet up with the Tenant unit that will be produced on the next turn.

Turn 8

The Hero should meet up with the strike force at Cinema and take that city on this turn. Start producing Guards. Bring all units from Naval Yard, AirBase, and Academy and stockpile them here. Have the stack from Arsenal rendezvous with the Tenant at Guns'R'Us; have this whole force move on toward Planning Office, to the west.

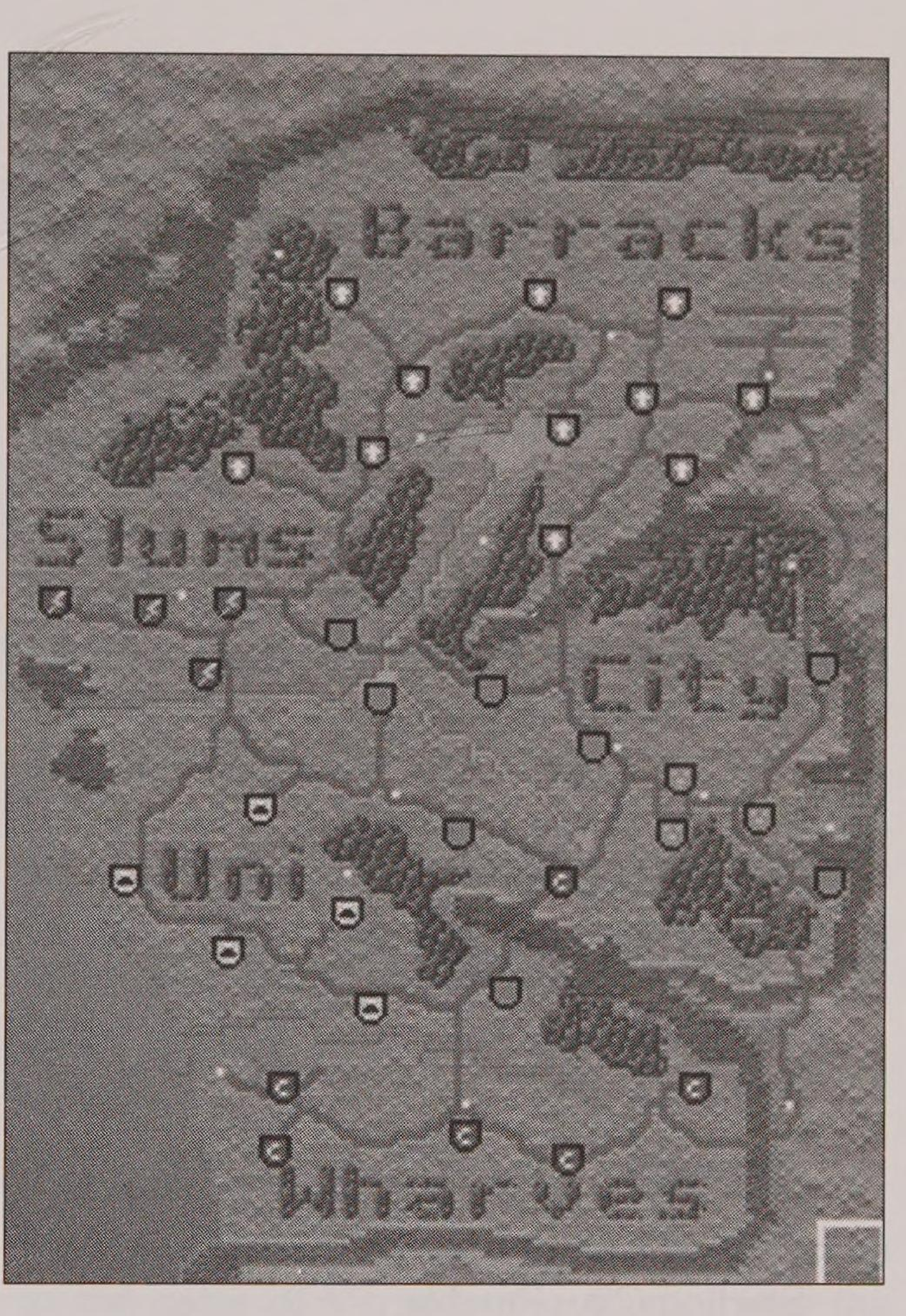


Figure 2-34. *The strategic situation as of Turn 9.*

Turn 9

Take Planning Office and start production of Tenants. Move all units from Arsenal, Fort, and HQ to Guns'R'Us. Move any newly created units from Barracks, Academy, and Naval Yard to Cinema. If a bit more firepower seems to be in order, send Hero and a couple of flying units to explore the Medical Dump Ruins, west of Cinema.

The Road Ahead

At this point, you have more cities and a better tactical position than your opposition. Use reserve dumps at Cinema and Guns'R'Us to prevent incursions into your homeland. Start the long battle south, city by city. With production of FA-18s in your possession, superior firepower is yours. Watch for overland attacks and water attacks aimed at Naval Yard and react appropriately. Play the rest of this game slowly and conservatively and it's hard to lose.

OVERVIEW: MINOTAUR MAZE

Cities: 30
Ruins: 15
Players: 4
Side: Vileins
Starting City: Parable

This map seems extremely daunting at first glance. The mountains separating all the cities suggest a long and arduous campaign. However, though this scenario isn't a pushover, the apparent complexity of the map is misleading. There are a number of ways to make yourself superior to your opposition.

The first, and most obvious, is to create stacks of powerful flying units. These units can fly over the mountains that separate the various cities. With a couple of strong flying stacks, you'll find that you can attack your enemies with relative impunity.

Next, there aren't as many paths through the maze as there seem to be. As you'll find out as we step through the attack sequence, each rough quarter of the map can be easily defended from ground attack by securing only a couple of points.

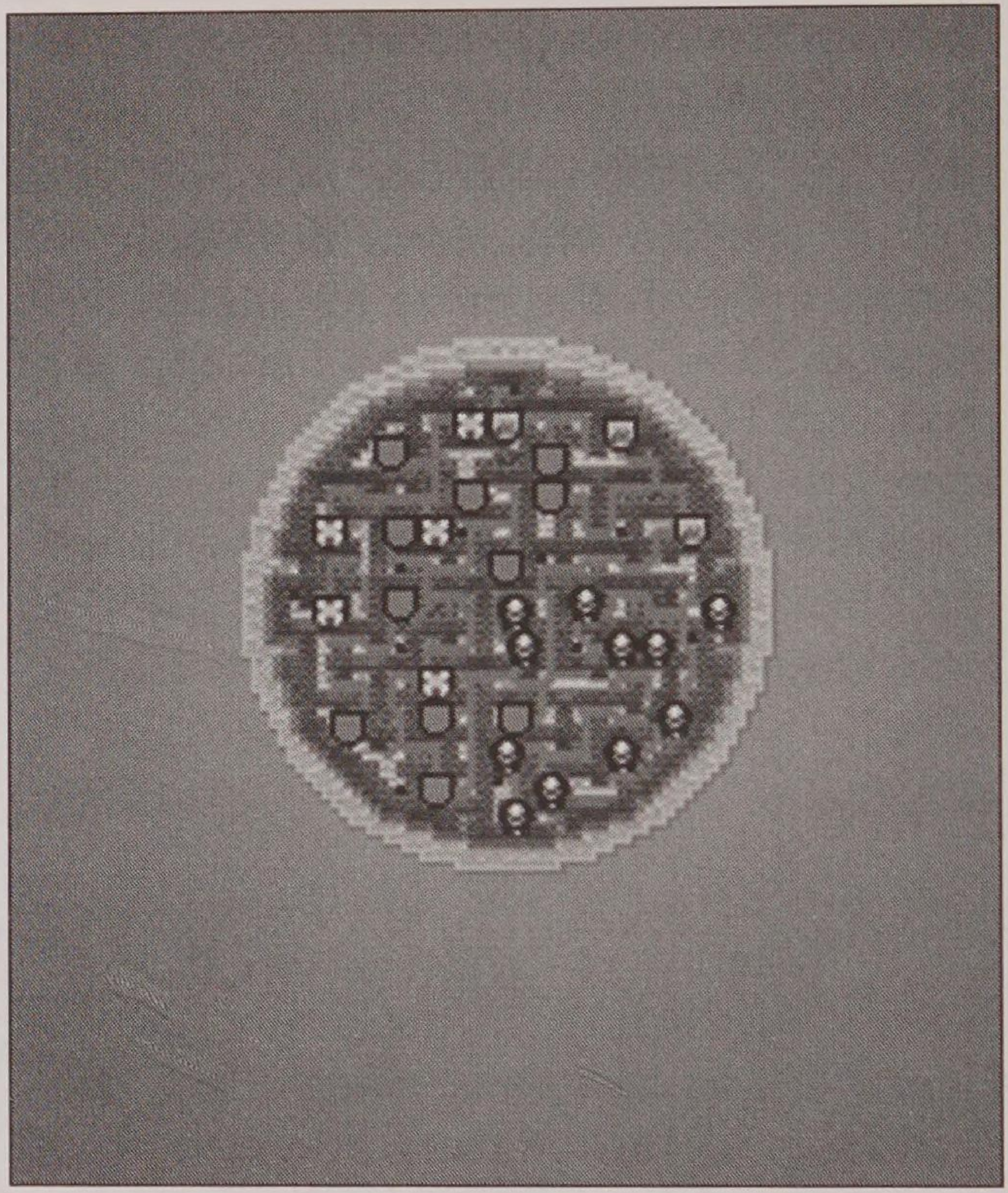


Figure 2-35. *The strategic situation as of Turn 12.*

Finally, the city at the center of the map, Request, is of paramount importance. One reason is its central position. This position makes it a perfect home base for flying stacks, which will have a broad strike range from here. This city is also important because it produces Minodemons, which are the strongest pieces on the board.

So our strategy will be a three-pronged attack. First, we'll try to secure the most powerful flying units within easy range and began the building of powerful flying stacks for attacks. Second, we'll be securing the southeast quadrant of the map; this will require the destruction of the unfortunate blue forces. Finally, we'll be securing Request as quickly as we can in order to take advantage of its strategic position and the powerful Minodemons as early as possible.

Turn 1

Start producing Minotaurs. Take the Hero and the existing Minotaur unit, go to the temple to the south, and get blessed. Get a quest while you are there. Then start toward the city of Quibble, in the cul-de-sac to the east.

Turn 2

Take Quibble. Start the production of the excellent Spirit Naga units. Go to the Ruin of While, to the south. After exploring this Ruin, start for Seek, to the east.

Turn 3

Take Seek and start the production of Wizards. The Wizards produced here, in conjunction with the Spirit Naga from Quibble, will be important long-distance shock troops in future attacks. This little valley is your main "breadbasket" of long-range attack stacks, as you'll see around turn 10. Start the remaining forces here toward the Ruin of How, directly to the northwest. The path that leads there will take you past Parable again.

Turn 4

Keep moving toward How. Have the new unit of Minotaurs at Parable join you en route.

Turn 5

Continue the march toward How. This is a long trip, but a necessary one. You can console yourself with the fact that your opponents are having the same hard time getting to their targets.

Turn 6

Use the new unit of Spirit Naga at Quibble to take Invite. Start production of Bats there. These will be the airborne cannon fodder of the attack stacks of Spirit Naga and Wizards. Have your Hero search the Ruin of How. Now continue onward and take the city of Quest, to the southwest. Start producing Minotaurs there, then head toward Request, to the south.

Turn 7

Move the Spirit Naga and the Bats from Invite to the gates of Verse to the south. Have the unit of Wizards from Seek join the attack stack there.

Your Hero should take Request and start the production of Minodemons there, then start for the rear side of Verse. Your enemies don't know it yet, but barring a major chance mishap, you pretty much have them in the palm of your hand.

Turn 8

Bring the new Bat from Invite to join the attack force at Verse. Take the city and start production of Spiders there. Keep your Hero on the march to join the occupying forces there.

Turn 9

Your Hero now takes command of the Verse attack force. Move the whole unit and take Puzzle, to the south. Start producing Sphinxes there. Continue toward Question, to the southwest.

Turn 10

Take Question and start producing Goblords. Continue toward Fate, to the northwest.

Turn 11

Bring a Minodemon from Request to join the Hero stack. Also send in the Wizard unit from Seek and the Spirit Naga from Quibble for reinforcements.

Turn 12

Unify all reinforcements with the Hero stack and take Fate. Start production of Goblins. Take your remaining units and get blessed at the temple of Pale to the south. Then take the city of Ingenuity, just below the Temple. Start production of Spiders there.

The Road Ahead

At this point, with a good mix of fast production ground units and heavy attack fliers, you should have the game well in hand. The Smeahkhans are defeated, or are only a city or two away from defeat. Now defend your passes with the ground fodder units and use stacks of heavy flying units to defeat your enemies.

Also note that if the cities of Pose and Rhythm are captured, the only ground routes into your lands are through the pass just below Answer or marching through the city of Rhythm. Defend these two points and you'll be insured against ground attack.

OVERVIEW: MYTHTEC

Cities: 86
Ruins: 32
Players: 8
Starting Side: Aztecs
Starting City: Tenochtitlan

The first step in this scenario will be to get control of your somewhat far-flung holdings. Everything in the middle of the map should belong to the Aztecs, and getting this firmly into your grasp is Job One.

After the home empire is under control, the next step is to wipe the Toltecs (to the north) off the map, making the Aztecs the strongest team in the game.

However, during this time of empire-building, other empires, most notably the Zapotecs, are likely to be harassing your home empire. Therefore, a combination of assault forces, for conquest, and centralized rapid-response strike forces must be maintained. The assault forces will take enemy cities; the rapid-response strike forces will hold centralized locations and keep your home cities secure.

Turn 1

Start producing Knight Captains at Tenochtitlan. Send your Hero to Chalco and take that city. Start production of Light Warriors there. Send the Knight Captain to take Texcoco and start production of Heavy Warriors there. Send the Knight Captain on to Tlaxcala to the south.

Turn 2

Send your Hero and a Warrior from Chalco south, to the Temple of Cholula. Get blessed, then take Cholula. Start production of High Priests. Then start for the city of Tlaxcala. Send your Knight Captain to Tlaxcala as well.

Turn 3

The Hero and Knight Captain stacks take Tlaxcala. Start production of Great Eagles there. Have the Hero and the Warrior move on to Tecoac, to the southeast. Send the Knight Captain south to take Huejotzingo. Start producing Heavy Warriors there. From there, send the Knight Captain on to try to catch up with the Hero stack.

Turn 4

Send your new Knight Captain from Tenochtitlan north to take Tlacopan. Start producing Light Warriors there. The Hero stack should take Tecoac on this turn. Start producing Otomi, then move on to take Coatepec, to the south. Start producing Heavy Warriors there, then move on toward Cempoala, to the south.

Turn 5

Your Hero takes Cempoala and starts production of Light Warriors there. Move on toward Veracruz, to the southwest. Your Hero and Knight Captain should meet up there and take the city. Start production of Conqueror units there. Send the three Warriors from Chalco to the temple of Cholula. Get blessed and march toward Xochicalco, to the northwest.

Turn 6

Use the Heavy Warrior from Coatepec to take Jalapa. Start production of Light Warriors there. Get the High Priest at Cholula blessed at the temple and march toward Texcoco. Do the same with the Great Eagle at Tlaxcala.

Turn 7

The Warrior units should take Xochicalco on this turn. Start producing Apprentices there. March the remainder of the Warriors toward Tlacopan. March the Heavy Warriors from Huejotzingo toward Texcoco. Move the Knight Captain from Tenochtitlan to Tlacopan.

Turn 8

Start your forces from Texcoco toward Teotihuacan, to the northeast. Start forces at Tlacopan for Acambaro, to the northeast. These will be the two main assault groups for taking the Toltec empire. Declare war on the Toltecs.

Turn 9

Send Warriors from Chalco to the temple of Cholula to be blessed. Then march back to Chalco. Send the Great Eagle from Tlaxcala to be blessed at the Temple of Cholula as well. Leave this unit in Cholula. The city of

Cholula will house the main rapid-response strike force for the defense of your home cities. Use the forces from here to crush any potential invaders.

The Acambaro assault group should take that city on this turn. Start producing Light Warriors. Start the Hero and the Knight Captain (if he has survived this far) from Veracruz toward Panuco, up the coast to the far north.

Turn 10

The Teotihuacan assault force should take that city on this turn. Start production of Knights. Take the High Priest and the Great Eagle onward and overwhelm Tollan. Occupy this city and start production of Knight Captains. Send the Great Eagle on to occupy Metztitlan, to the north. Start production of Light Warriors there. Get the High Priest at Cholula blessed and return him to the strike force stack there.

Turn 11

Take Panuco with your Hero; start production of Knights there. Send the High Priest from Tollan and the forces at Acambaro to rendezvous at the gates of TzinTzuntan. Take that city and start production of Otomi. Send the remaining troops toward the northern approach to Atzalan, in the east. March your Hero's forces toward Cholula.

Turn 12

Take the Great Eagle at Tlaxcala, have it blessed, and have it join the strike force at Cholula.

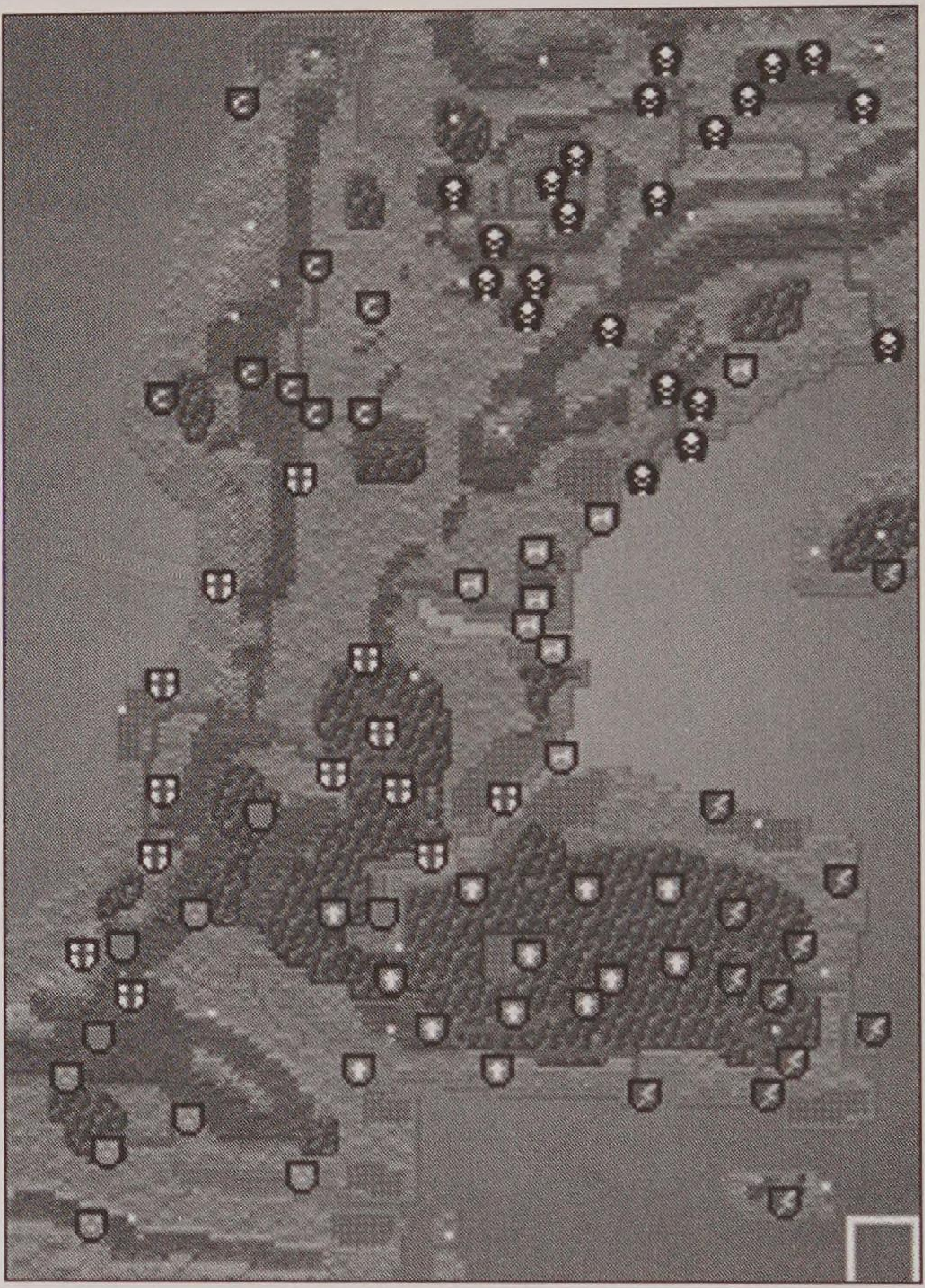


Figure 2-36. *The strategic situation as of Turn 15.*

Turn 13

The assault force should reach Atzalan on this turn. Send the Great Eagle from Metztitlan to join this stack and take Atzalan. Begin production of Heavy Warriors there.

Turn 14

Send forces from Atzalan to take Chichimecs, to the east. Start that city producing Coyotes. Continue onward toward La Quemada, to the southeast.

Move the Knight Captains from Tenochtitlan toward the Cholula temple.

Turn 15

The assault force should take La Quemada this turn. Start production of Coyotes. Change production at Metztitlan to Jaguar Khights. Get the Knight Captains blessed at the temple and have them join the Cholula forces. Take the new High Priest from Cholula and do the same.

The Road Ahead

By taking over the Toltec empire, you have become by far the most formidable force on the map. However, you need to keep defensive measures strongly in mind. Keep producing units for a couple of turns until your Hero reaches Cholula. This will build up some home defense units. Once the Hero is in place in Cholula, centralize strong defensive stacks in Cholula and in Tollan. These two rapid-response stacks should keep the landlocked cities secure, so their production can now be diverted.

Divert the production of the Tollec south into Cholula and Chalco. Then take your Hero and a strong force and head south to take on the Zapotec empire. By pouring production into the first Zapotec city that can be taken as a beachhead, you can bring your overwhelming production abilities to bear on all their cities on this side of the mountains.

At the same time, don't divert your production from your coastal cities. Enemies that have been perfectly content squabbling among themselves up to now will see your world-dominating intentions with your move into the Zapotec empire. Thus, it's wise to keep your vulnerable port cities strong. Later, when overwhelming stacks have been built up in these coastal zones, you can start sending stacks south, striking deep into the vulnerable underbelly of opposing empires. This will be a hard-fought game, but in the long run you'll win because of your superior production capabilities.

OVERVIEW: NIPPON BABYLON

Cities: 24
Ruins: 10
Players: 8
Side: Manga Maniacs
Starting City: Otomo

The basic strategy in this campaign is to control the northern island entirely. This is easier said than done, because of the island nature of your enemies to the east, the Anime Otaku. Things are also complicated by the great distances between cities. However, once the northern island is in your grip, you can sweep south in relative safety.

Turn 1

Start producing Zillas in Otomo. Take your Hero and start Zilla toward Oshin, to the east.

Turn 2

Take Oshin and start production of the powerful Espers. Head for Osamu, further east. If the Anime Otaku are on the verge of attacking this city, declare war on them now.

Turn 3

Take Osamu and start producing Sumos. Start for Miyazaki, on the eastern island.

Turn 4

Continue toward Miyazaki.

Turn 5

Take Miyazaki. Start producing Grannies there. Start back toward Otomo.

Turn 6

Continue toward Otomo.

Turn 7

Continue toward Otomo.

Turn 8

Unify your Hero stack with Zilla at Otomo and start a march toward Sapporo, to the south. If the Samurai own it, declare war on them now.

Turn 9

Take Sapporo and start producing Grannies there. Send the new Zilla at Otomo down to join the Hero stack at Sapporo and march the whole unit toward Shintaro, to the south. Change the production at Otomo to Robots.

Turn 10

Take Shintaro and start production of GumdanX. Head for Tetsuoshima, to the east.

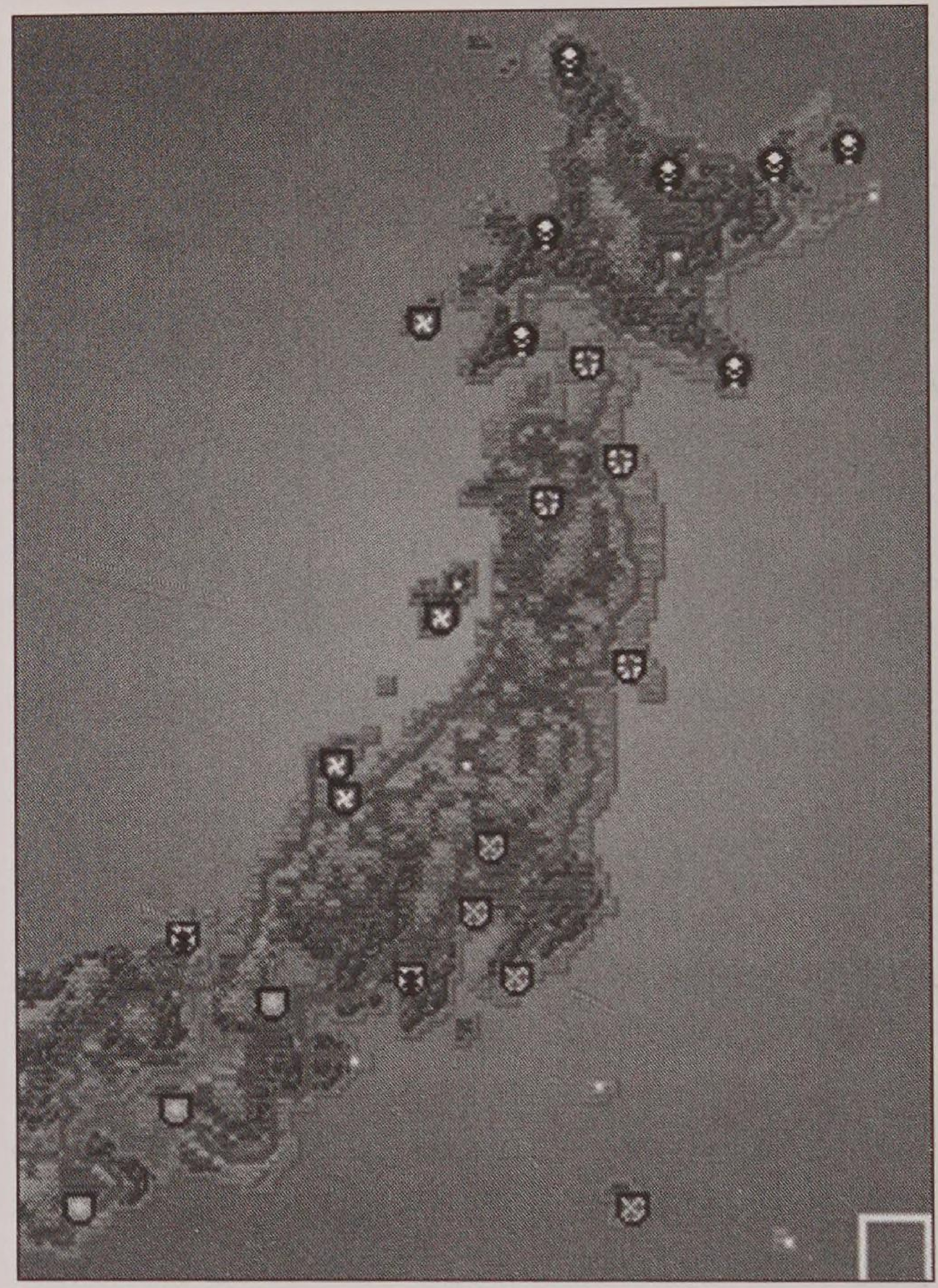


Figure 2-37. *The strategic situation as of Turn 13.*

Turn 11

Continue toward Tetsuoshima.

Turn 12

Continue toward Tetsuoshima. If the Samurai are threatening one of your cities, most likely Osamu, move the Espers from Oshin to that city.

Turn 13

Take Tetsuoshima. Start producing Bullet Trains.

The Road Ahead

At this point, you own the upper island and you're undisputedly in control of the powerful production units there. Leave a couple of high-powered teams of invasion "stompers" behind and simply pour south.

It will be a straightforward matter to crush the opposition forces.

OVERVIEW: NORSE MYTHOLOGY

Cities: 47
Ruins: 21
Players: 8
Side: Niflhel
Starting City: Elvidner

This scenario is probably one of the best-balanced in the game. The Black forces have a slight advantage, since they have the highest proportion of inland cities that are not immediately accessible by direct naval attack.

However, to do anything impressive in the game, you'll have to take a great deal of coastal land, and defending it will be a major job.

The first order of business in this scenario will be to take out the Vanir, to the north, to give yourself room to expand without immediately getting into a messy war with the empires across the water to the southwest. To do this, you'll simply march up the coast and take out their cities one by one.

It should be noted that this writeup is for the most frequently occurring main sequence of moves in the game. However, a couple of small luck factors—the location of the Ruin to the east of the Vanir home city and the God production at Elvidner—affect the playing of this scenario tremendously. If either of these factors changes, the overall structure of the scenario will change a great deal. But no matter what, remember to do the following things, in the following order: Secure your southern coast, take out the Vanir to the northwest, and secure your rear from any force that has taken any of the cities on the lake. If these steps are followed, the final victory should be yours.

Turn 1

Start production of Gods in Elvidner. Take the Hero and the Firegiant southwest to Death's Gate and start producing Wolfriders.

Turn 2

Have your Hero continue south and take the city of Gjoll. Start production of Champions. Then head north, toward Vid.

Turn 3

The Hero takes Vid. Start production of Light Infantry there. Start for Noatun, to the northwest.

Turn 4

The Hero stack continues toward Noatun. The God at Elvidner takes Guntha, to the northeast. Start production of Warriors there.

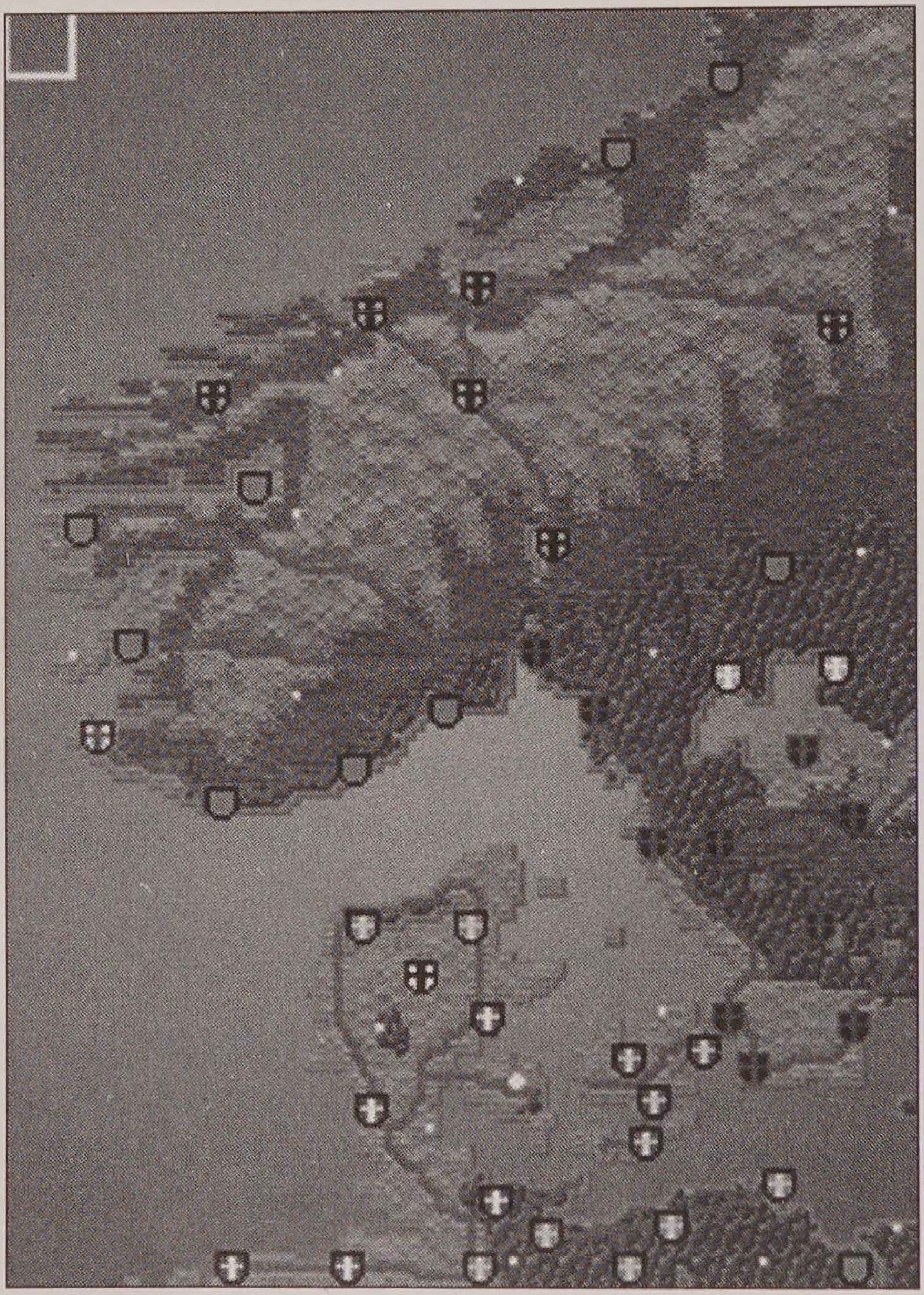


Figure 2-38. The strategic situation as of Turn 10.

Turn 5

Start the God at Gunnthra toward Sokwabek to the west. Your Hero takes Noatum and starts the production of Gods there.

Turn 6

Use the Hero stack from Noatum to take Sokwabek, to the east. Start producing Champions there. Join with the God unit there and head back toward Noatum.

Turn 7

Start the Hero's forces north, toward Folkwang. Declare war on the Vanir.

Send the God from Elvidner north to Gunnthra. This unit will form the nucleus of a strike force that will secure the three cities on the lake to the north.

Turn 8

March the God and two warriors from Gunnthra northwest, toward Svavl. Use the Hero to take Folkwang and start production of Champions there. Start the God from Noatum towrd Folkwang. Move the Champion from Sokwabek to Noatum.

Turn 9

Take Svavl with the God there. Start the production of Light Infantry. Take Ygdrasill to the northwest with the Hero stack. Order Ygdrasill to produce Light Infantry. Move the God to Folkwang.

Turn 10

Move the Champion from Sokwabek to Noatum. Start moving the God from Elvidner toward Noatum.

The Road Ahead

At this point, you have nearly twice as many cities as your nearest competitor. In addition, your nearest neighbor, the Vanir, should be either totally defeated or reduced to a couple of cities on the inland lake to the north. These forces, if they exist, can be disposed of at your leisure.

Rely on your superior production and fight your way up the coast, city by city, while watching your southern coast closely for the inevitable incursions from the southwestern empires. Between the forces staging at Noatum and the Champions being produced at Gjoll, you have more than enough firepower along the lower coast to prevent incursions, but you must remain alert so that they don't sneak up on you. Don't divert any of the production of your coastal cities to help the war you're conducting farther up the coast. If you need diverted production, use your inland cities only. This way, you'll avoid showing weakness along your coastline, which is very vulnerable to attack.

After you have a strong and stable position with as many cities as you can easily defeat in the north, start putting together fleets and sail them into the sparsely defended underbellies of the southwestern empires. By the time you're ready to do this, somewhere around turn 20, targets will already have presented themselves by foolishly trying to invade your homeland.

This is a very close game, but it's winnable as long as you keep your coastal defenses strong.

OVERVIEW: PIRATES

Cities: 90
Ruins: 39
Players: 8
Side: House of Fire
Starting City: Heartfire

This is a long and arduous campaign. However, by starting from the side of the House of Fire, you've already half won the game. Though the House of Fire homeland is not imposing at first glance, a closer look reveals not only that the island holds quite a few cities, but that because of the design of the island, none of them are directly assailable from the water. Hence, defense is easily assured by one large land-based element and by diligent observation of the waterways leading to your land.

Further, as you'll see in the turn breakdown that follows, you're in a position to rapidly take possession of all of the islands in the southern third of the map. These cities produce both plentiful defenders and exceptionally strong attack units, including Assassins and First Mates. Further, by the end of the first 15 moves, you'll be the only player in possession of the long-range Ghostships, which can harass and annoy your enemies to no end.

Turn 1

Start producing Peglegs in Heartfire. Take the Hero and the Assassin to the south and take the city of Limaville. Start producing Fire units. Then send the Assassin to the east and take Masyon. Start producing Cannons there. Then head on south toward the city of Sylentop. Start the Hero toward the Ruin of Hunaz's Crypt, to the east.

Turn 2

Use the Hero to inspect Hunaz's Crypt and start for Azar's Tomb, to the northeast. With the Assassin, take Sylentop and start producing Ghostdogs. Go north and take Korentel. Begin the production of Dwarves there. Head on for Fire Temple, to the southeast.

Turn 3

Get the Assassin blessed at the Fire Temple, then go to the crossroads beside Arkat, to the immediate northwest. Rendezvous there with the new Cannon from Amyson. Occupy Arkat and start production of Dusters. Send the Fire from Limaville and the Pegleg from Heartfire to take Cheltitin, to the north. Start producing Air units there.

Turn 4

Have the Hero search the Azar's Tomb Ruin and head north, toward the crossroads in front of Tarrafel. The Assassin's stack from Arkat should start for Cynwater, on the island to the south. Pegleg and Fire, from Cheltitin, go northeast and take the city of Jadport. Start production of Fire units there. Take these units and head southeast, toward Tarrafel.

Turn 5

Have the Hero continue toward the Volin's Crypt Ruin. The Pegleg stack should continue toward Tarrafel. All other forces currently on your home island should start for the city of The Den, located in the center of the star-shaped island in the center of the map. This city is currently held by Blackbeard's forces.

Turn 6

The Assassin's stack takes Synwater. Start the production of Ghostships there. When that city has been taken, move the rest of the stack toward the staging point at The Den. If the city of Cheltipa is being held by weak forces, send the Air unit at Cheltitin north to take that city. Start producing Ghosthounds there. It's not critical that you take this city at this point, but if the conflict is easily winnable, it will give the forces in the islands to your north something to worry about. Your Pegleg stack should take Tarrafel on this turn. Start the production of Cannons there. As soon as the

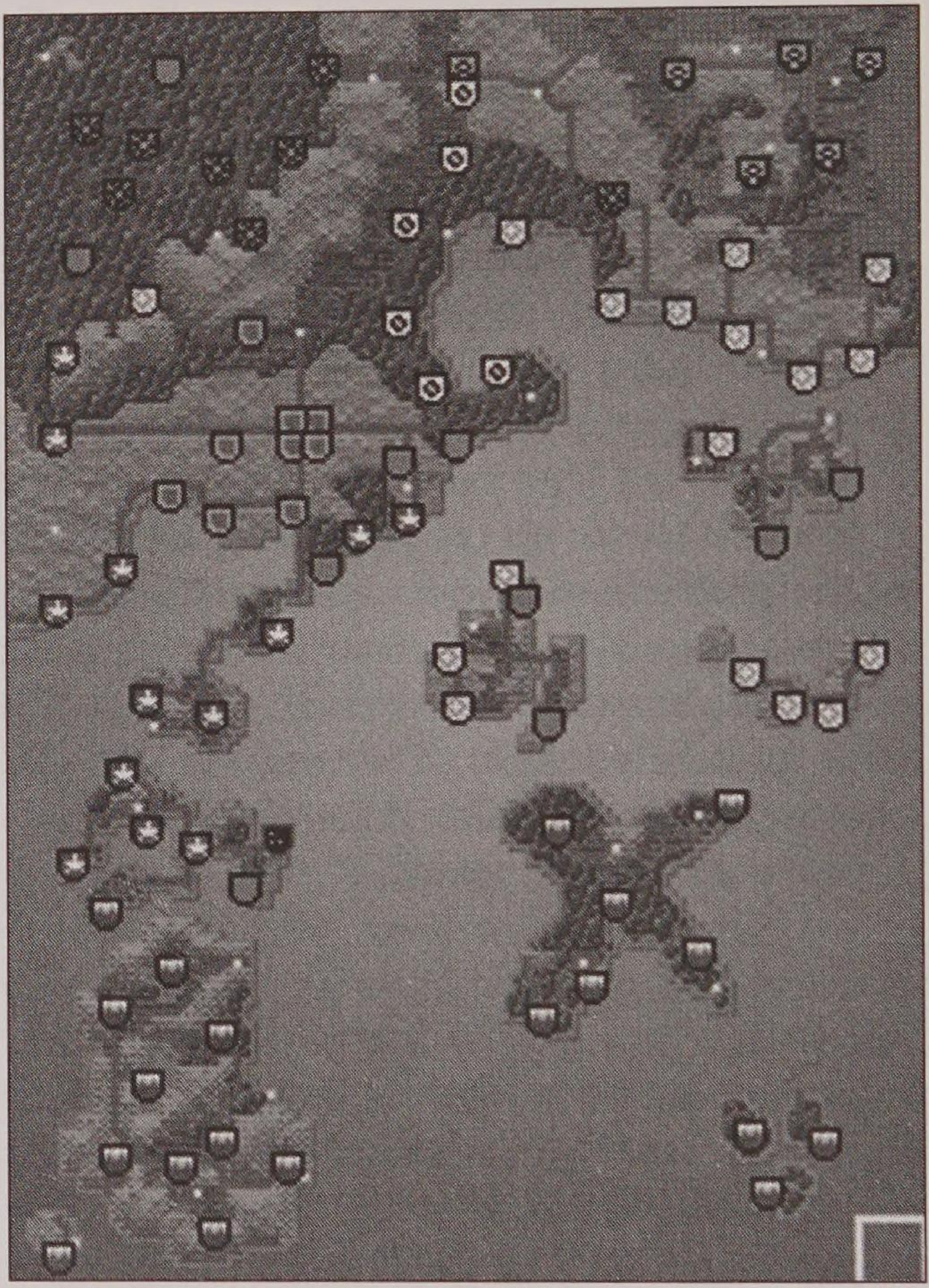


Figure 2-39. *The strategic situation as of Turn 15.*

city has been taken, start the Attackers toward the staging point at The Den.

Turn 7

Have your Hero explore Volin's Crypt and then head for the staging point at The Den. Keep track of your Hero's position on his journeys over the next few moves. Depending on the enemy resistance on the center island, he'll probably be rerouted in transit.

Turn 8

Declare war on Blackbeard.

Turn 9

Use the forces that are now at The Den to take that city. In a tiny minority of games, there will be a First Mate present at the city. If there is one, wait for all your reinforcements to arrive before you take the city or you'll suffer a large number of casualties in this conquest.

Turn 10

Move the forces currently at The Den to take Cheltel, to the north. Start production of Ghostships. Then start these units toward the Ancient Temple, to the east, to be blessed. Send the forces currently moored outside of the Den to Synexkon, to the southwest. Take that city and start the production of Gypsies. Then head for Jadat, to the southwest. If all of the city conquests on the central island have gone as described and no reinforcements are needed, divert your Assassin unit toward Seltree, in the far southeastern corner of the map.

Turn 11

Send the Ghostship at Synwater to Fire Temple to be blessed. Then start for the Ancient Temple. The Assassin should take Seltree and start the production of Ghostships. Then sail northeast and take Thrikasel. Start production of Morlanders there. The assault group at Jadat should take that city on this turn. Start the production of Cannons. Now set sail for the southern side of the city of Tarenleaf, to the east. The armies at the Ancient Temple should get blessed, go to The Den, and set sail for the south side of Tarenleaf as well.

Turn 12

If no reinforcements are needed elsewhere, divert the Hero and start him for Il's Crypt, on the southwestern spar of the center island. Start the Assassin toward Seloer, to the west. Start the three Fire units at Limaville toward Synwater.

Turn 13

The Assassin should take Seloer and start the production of Fire units there. Then head north for Imifen. The Hero will search Il's Crypt. Start him toward the last of his grave-robbing missions, searching Azin's Crypt to the east. Start a Cannon from The Den toward Imifen. Make sure that it goes by water.

Turn 14

The attack convoy should take Tarenleaf. Start the production of Peglegs there. Leave one unit behind and sail for Imifen.

Turn 15

The combined forces at Imifen take that city. Start the production of Ghosts. The Hero searches Azin's Crypt and then joins the forces at Imifen.

The Road Ahead

With the southern third of the map secure, it's now just a matter of pushing stacks north. Start vectoring the production of your relatively well-sheltered and heavily defended home island to staging points in cities to the north.

Your Ghostships should be a very important tool in your work. Yours is the only empire with these long-range weapons at its disposal; used properly, they're a very strong asset. Their only drawback is their puny strength of 3, which makes them unable to overcome even the most feeble entrenched resistance in a city. However, if you start your Ghostships on a circuit of all of the temples to be blessed, suddenly they become strength-6 units. A good number of these in a stack will allow you to strike poorly defended cities all over the map. Then you can funnel production into these beachheads, or simply take as many as possible and force your enemy to go to the trouble of retaking them.

OVERVIEW: RAINWAR

Cities: 100
Ruins: 40
Players: 8
Side: El Fascismo
Starting City: Tucuman

Though the map may seem intimidating at first, this is actually a fairly simple exercise. The placement of El Fascismo in the center of the continent allows you to rapidly destroy the competing empires near you and consolidate the southern half of the map in a sea of black cities.

First, you'll swing to the west and destroy all opposition there, then you'll take out the pesky Argentineans to the south. While this may appear to be a daunting task, it's accomplished as quickly as it can be described.

Turn 1

Start producing M1-A1s in your home city. Have your M1 join the Hero and march west to Parana. Take that city and begin production of Rangers there. Continue west, toward Rosario.

Turn 2

Take Rosario and start production of Commandos there. Continue west to Cordoba. Take that city and start production of Rangers there. Head south, to Vina del Mar (though you might want to search Rancho Lobo on the way).

Turn 3

Take Vina del Mar. Start production of Infantry there. March south and take Santiago. Start producing T-62s there. Cross the road and conquer Valparaiso. Start producing Infantry there. Then move south to Concepcion.

Turn 4

Take Concepcion and start producing T-62s there. Continue south to Temuco.

Turn 5

Take Temuco. Start production of T-62s there. Go south and capture Valdivia. Start production of Rangers there. March south and take Osorno. Start producing Gauchos there.

Turn 6

Move the M1 from Tucuman and the Rangers from Parana southwest to Buenos Aires. Move Hero to Tierra del Fuego, to the east. Take the city and start producing Infantry there. Head for the West Falklands, to the northeast.

Turn 7

Take Buenos Aires. Start the production of Railed Guns there. Go southeast and take La Plata. Start producing Mech Infantry. Send the Infantry from Valparaiso and the T-62s from Santiago south and use them as roving security on the southern border.

Turn 8

The Hero's amphibious stack takes the West Falklands and starts production of Infantry. Continue overland toward Stanley, to the immediate northeast.

Use forces from La Plata to take Mar del Plata. Start the production of Gauchos there. Move the southern security forces around toward Rancho Cordero, to the north of Osorno.

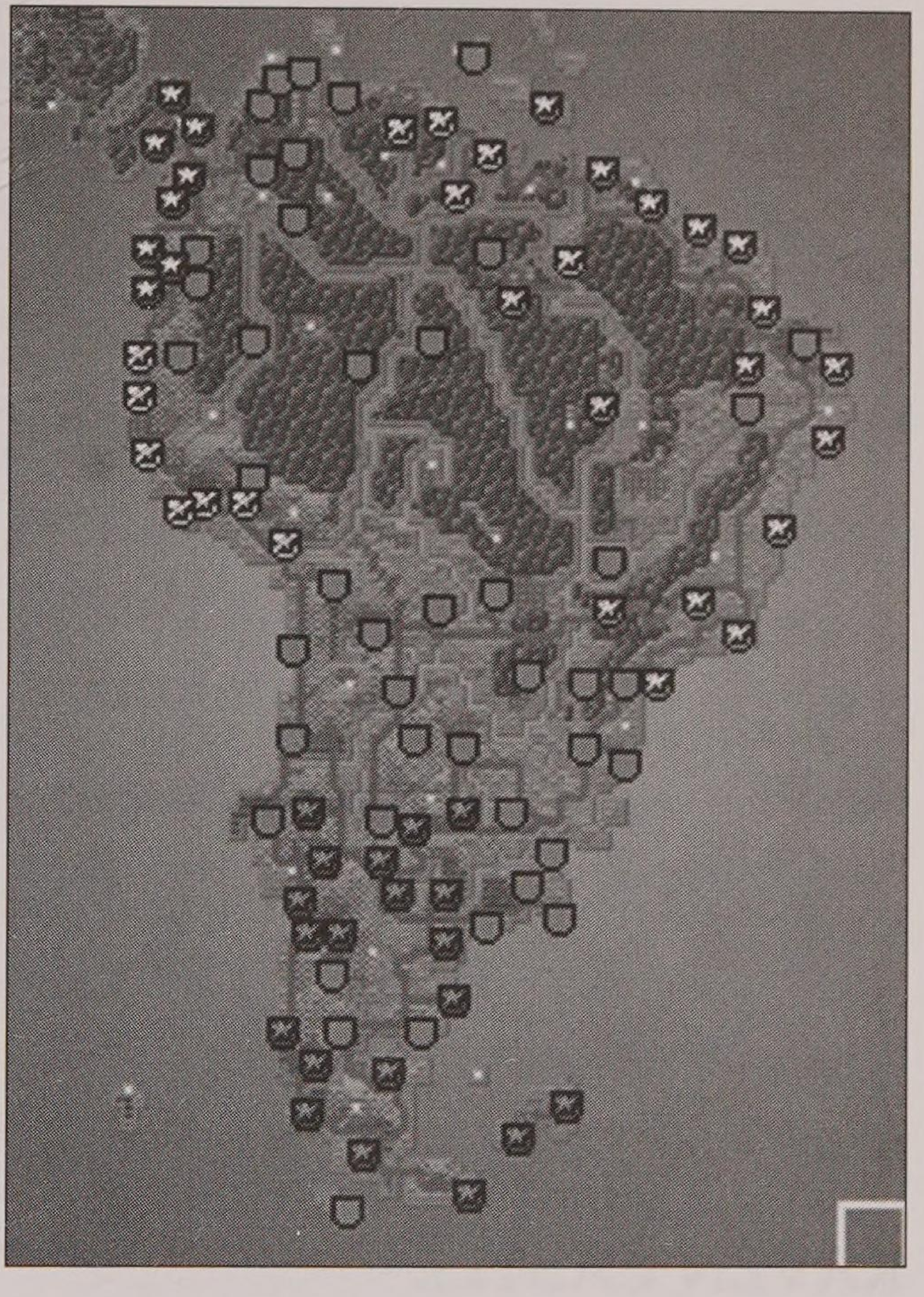


Figure 2-40. *The strategic situation as of Turn 10.*

Turn 9

Take Stanley with your Hero and start production of M1-A1s. Launch your Hero's forces toward Sao Paulo just over halfway down the east coast of the continent. Send the group at Mar del Plata north toward Paysandu.

Turn 10

Send T-62s from Concepcion and Temuco north. They will start securing your northern border on the west side of the continent. Send forces from Cordoba north to take San Juan. Start producing Engineers there. The assault force at Rancho Cordero takes that city and starts production of T-62s. Send this group toward Bariloche, to the northwest.

The forces at Paysandu take that city and start production of Gauchos. Continue east and head for Montevideo.

The Road Ahead

At this point, you have more than twice the cities of your nearest competitor and have knocked out all competition for the southern half of the continent. Simply push north while consolidating your holdings. At the same time, use roving security stacks to help defend your empire from waterborne invasion and you should have little problem sweeping the map.

OVERVIEW: RAVEN CASTLE

Cities: 48

Ruins: 20

Players: 4

Side: Lord Raven

Starting City: Raven's Throne

This map is slightly difficult, simply because of the long distances between cities. Other than that, this isn't a difficult scenario. Simply take all the cities in the keep proper, then spread out to the west and take as many cities as possible along that side of the castle. With proper staging of your forces, no one can stand against you except the orange forces to the far north, and by the time the two of you meet in battle you will be able to muster overwhelming superiority at the points of conflict by drawing on the production of your keep cities.

Turn 1

Make Giants at Raven's Throne. Take all your forces and go to Raven's Altar, to the southeast. Get blessed; get a quest if you wish. Take Lord's Room, to the south, and start producing Giants there.

Turn 2

Search the Raven's Cache Ruins to the west. Then take Darica's Throne, to the north. Start producing Giants. Head north, toward East Guard.

Turn 3

Get your new Giant units from Raven's Throne and Lord's Room blessed and send them toward the end of the red and blue road to the north. This will be the northern staging point; take note of it, because many troops will be going to it during the next few turns.

Turn 4

Take the new Giant from Darica's Throne, have him blessed, and send him toward the northern staging point. The Hero stack should take East Guard and start the production of Giants there. Head for West Guard.

Turn 5

The new Giant units in your home cities should be blessed and sent toward the northern staging area.

Turn 6

Take West Guard with the Hero stack. Start production of Giants there. Now send the Hero stack toward the northern staging area. Also move the Giants from East Guard to this area. Take the Giants from Darica's Throne, have them blessed, and send them there as well.

Turn 7

Everyone should continue moving toward the northern staging point.

Turn 8

Have your Hero take command of all forces that have arrived at the northern staging point and head for the Blue Altar, to the northwest.

Turn 9

Get the Hero's forces blessed at Blue Altar; take the city of Raven's Altar, to the south. Start producing Wizards there. Then head northwest, to Acolytes' Room.

Turn 10

Take Acolytes' Room and start producing Wolfriders. Head for Desve's Room, to the south.

Turn 11

Continue toward Desve's Room.

Turn 12

Take Desve's Room. Start producing Ghosts there. Leave a pair of Giants in this location for defense and send the remainder of forces toward the city of Potion Shop, to the south. Search Desve's Chamber on the way. Vector production from Lord's Room, Raven's Throne, and Darica's Throne to the city of Raven's Altar. March the units from Raven's Throne to Lady's Room, to the southwest, and take that city. Leave one Giant for protection there and march back to Raven's Throne. You may, at your discretion, buy a

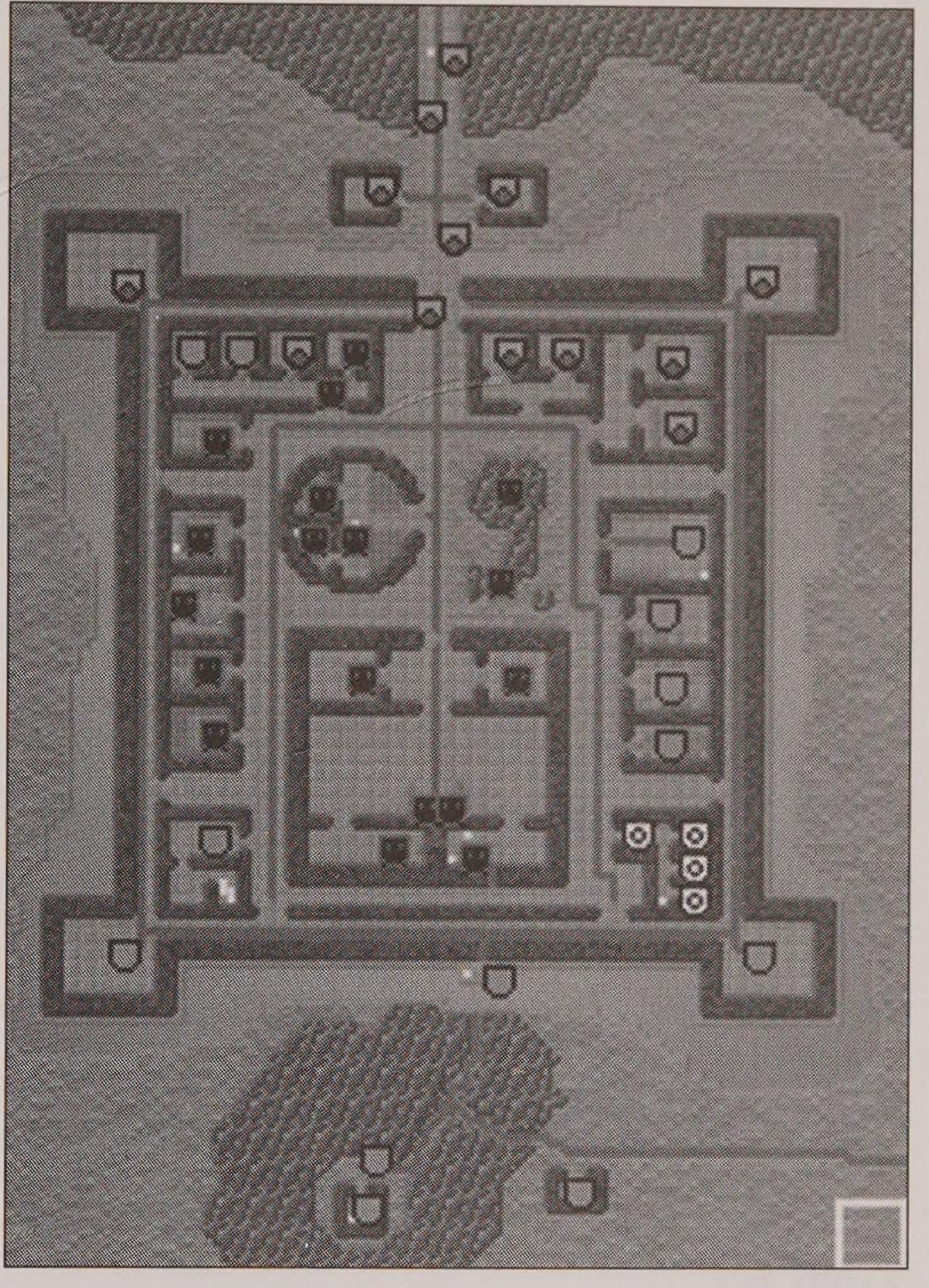


Figure 2-41. *The strategic situation as of Turn 20.*

production unit for Lady's Room, since in most scenarios it has no indigenous production.

Turn 13

The Hero takes Potion Shop. Start producing Spiders there. Leave your slow units at Potion Shop and send the rest of the stack to Magical Well, to the west.

Turn 14

Search Magical Well, rejoin with the armies at Potion Shop, and head for Coach House, to the north.

Turn 15

Assemble four Giants from each guard room at the northern staging point.

Turn 16

Giants from the northern staging point march toward The Gardener. Your Hero takes Coach House and starts production of Heavy Cavalry. Continue on toward Stable Master, to the northeast.

Turn 17

Giants take The Gardener and start producing Archers there. Leave three Giants for defense and march the rest toward Spider Lair, to the north.

Take the forces at Raven's Altar and have them blessed at the Blue Altar. Then head for The Smith, to the west.

Turn 18

Your Hero takes Stable Master and starts the production of Dwarves there. Then head for Pegasus, to the northeast. Vector production from Potion Shop to Stable Master.

Turn 19

Have the new forces blessed at Raven's Altar, then return them to the city. Do the same for Desve's Room and Acolytes' Room. Continue this as a standard practice. Take Spider's Lair with the Giants you have there. Start the production of (surprise!) Spiders. Occupy the Smith with the forces there and start production of Giants. Then leave the Giants in your stack there and send Wizards on to take The Mason, to the south. Start production of Orcish Mob units there. The Hero stack should take Pegasus on this turn and start the production of Pegasi in that city.

Turn 20

Vector Spiders from Spider's Lair to Raven's Altar. Send Wizards from The Mason to take the Tailor. Start production of Scouts there. Then send the Wizards toward the Treasury, to the south.

The Road Ahead

At this point, the blue forces are eradicated and you possess almost twice as many cities as your nearest competitor. Your Wizard units can easily capture enough extra cities (especially to the south of the castle proper) to put you over the top and bring you submission from your remaining enemies even if you don't bother to do much with the rest of your forces. Surrender should be offered by Turn 30.

OVERVIEW: ROMAN

Cities: 90
Ruins: 40
Players: 8
Side: Sicily
Starting City: Syracuse

The topography of Syracuse makes it the superior starting position for the game. Though it's a bit open to sea attack, the close placement of its cities makes it possible to totally conquer the island in a matter of three turns. This puts you immediately in command of almost twice as many cities as any other empire.

The other good point of Syracuse is its proximity to the cities of lower Italy. These cities are easily conquered, and the Romans are vanquished, in short order, which puts you quickly in control of the strongest combined empire on the map.

Turn 1

Produce Neptunes in your home city and take the Hero south to occupy Helors. Start production of Centurions. Go west and take Gela. Produce Catapult units there, then start for Enna, to the north. Use the Neptune unit that remains in Syracuse and take Naxos to the north; start that city producing Spearmen. Move north and take Messana. Start production of Centurions. Go west and camp at the gates of Mylae.

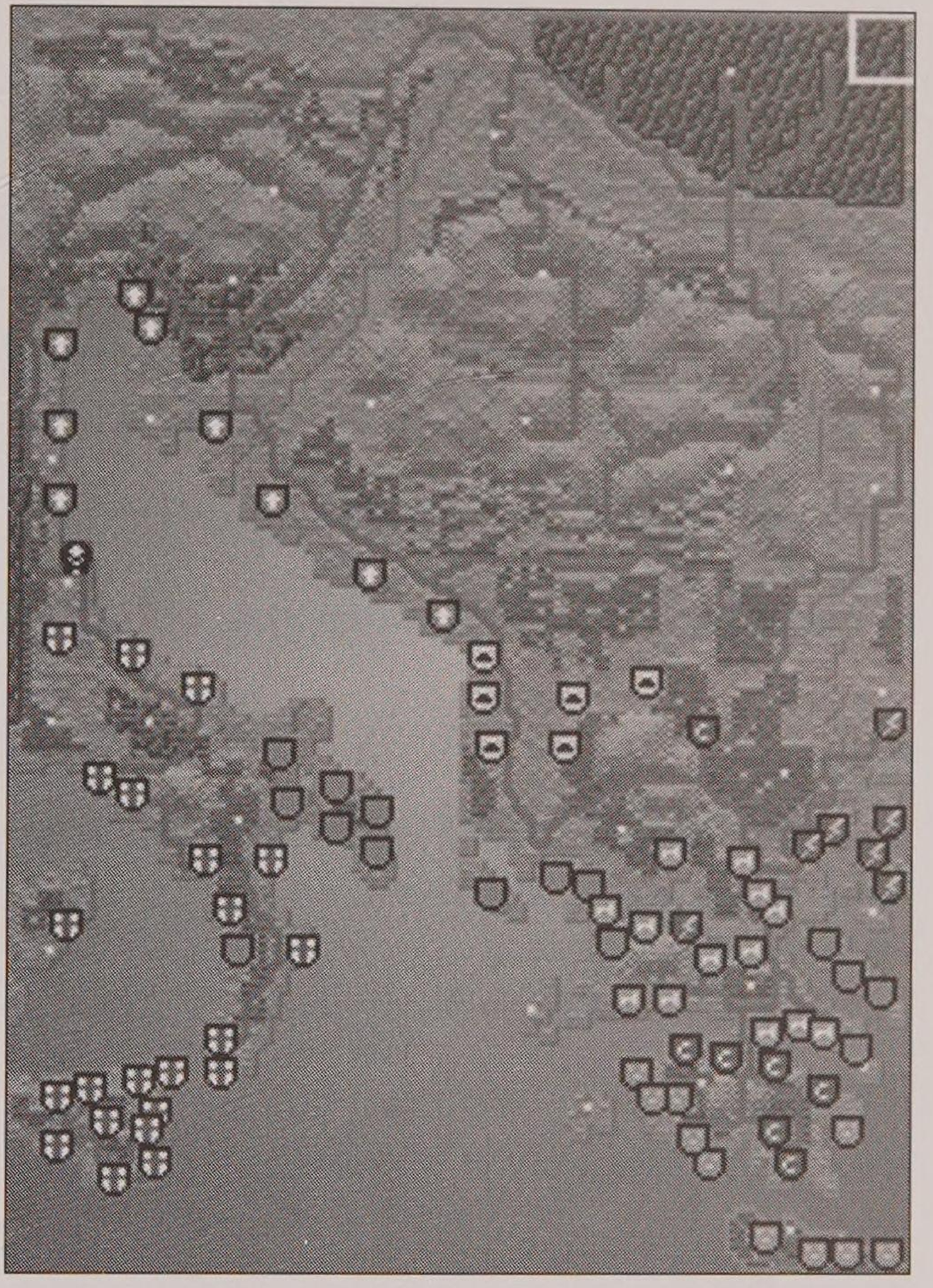


Figure 2-42. *The strategic situation as of Turn 14.*

Turn 2

Use the Hero to take Enna and start the production of Centurions. Then go west and take Agrigentum. Produce Spearmen and head north for Panormus.

Send the Centurion from Messana to join with the Neptune in front of Mylae and take that city. Start production of Spidermen there. Continue on to the west and take Himera. Produce Spearmen there.

Turn 3

Use the Hero and take Panormus. Start production of Spearmen there. Join with the Neptune and the Spearman in Himera and go north, to Aleria.

Turn 4

Take Aleria and start the production of Neptunes. Then head southeast for Rhegium to begin your mainland campaign.

Turn 5

Send the Catapult from Gela, the Neptune from Syracuse, and the Centurians from Helorus to Rhegium.

Turn 6

Your attack forces are in transit during this turn.

Turn 7

Take Rhegium. To minimize low-level casualties, have only your Hero and the pair of Neptunes participate in the attack. Start the production of Plutos in your newly conquered city.

Turn 8

March your Hero stack north and take Vibo. Again, use only the Hero and the two Neptunes to attack. Produce Centurions in Vibo. Reassemble all your forces and march north, toward Croton. Declare war on Rome.

Turn 9

Take Cyoton with the Hero and the Neptunes. Start the production of Centurions. Reunify your stack and march north. At the end of the stack movement, break the Neptune units off, have them take Heraclea, and start production of Spearmen there.

Turn 10

Have a Centurion take Puteoli, to the southwest. Start production of Spidermen there. March the rest of the column to Capua and have the Neptunes rejoin the stack there. Take Capula and start production of Sols. March northwest to Roma.

Turn 11

Take Roma and produce Neros there. Have the Hero and the Neptunes break off and take Osita, to the northwest. Produce Spidermen there. Leave a Neptune in Ostia and march your Hero and the other Neptune back to Roma. Divert the following cities' production to Roma: Edda, Agrigentum, Helorus.

Turn 12

March the Hero stack at Roma toward Asculum, to the northeast.

Turn 13

Your Hero takes Asculum and starts production of Spearmen. March northwest and take Ancona. Start production of Catapults there.

Turn 14

Have the Hero stack take Arretium, to the north, and start production of Archers there. Move the Neptune unit back to defend Ancona.

The Road Ahead

At this point, the Romans are dog chow. A strike force drawn from the forces of Capula, Heraclea, and Puteoli should be able to take the cluster of cities in the "heel of the boot," giving you control of the southwestern quarter of the map. All of your home cities have strong defensive contingents, giving you plenty of production to vector for a prolonged war effort. Simply pick a target to attack and go for it. Most players will probably find it wise to choose the Illyrians, since they're the closest threat, impinging on your Roman holdings from the north.

OVERVIEW: RULE BRITANNIA

Cities: 100
Ruins: 40
Players: 8
Side: English
Starting City: London

This game seems a bit too well balanced to give any huge edge to any of the players. However, as in many scenarios, that's not really the case. By being very gutsy, the English can achieve the superior position early in the game. The way to do so is to take back their birthright and immediately put an English king on the French throne. To make this happen, you will sail immediately north, hunt down their Hero, and take out their cities. This might seem like a pretty risky proposition. However, the French are saddled with a very poor unit, the Fairy, as their initial Hero's companion. With your powerful Crusader at your Hero's side, it's fairly easy to crush the weak French champion and take over their cities.

Turn 1

Start production of Crusaders in London. Take your Hero and Crusader south in a stack, take Canterbury, and begin production of Rangers there. Head south to Abbeville, in France.

Turn 2

Take Abbeville and produce Ranger units there. Declare war on the French.

Turn 3

Go south and take Paris. Produce 60th Foot troops there. Then head for Dieppe, to the northwest.

Turn 4

Take Dieppe and start the production of Cavalry. Head for Rouen, to the southeast.

Turn 5

Your Hero remains in transit toward Rouen.

Turn 6

Take Rouen and start production of Dragoons. Then head for Le Havre, to the west. Send forces from Paris, Abbeville, and Dieppe to meet at the gates of Amines, to the east. Send forces from Canterbury to be reunited with the Crusader in London. Take Oxford, to the northwest, and start production of Grenadiers there. To get to the city during this turn, be sure to approach by way of the bottom southeast corner.

Turn 7

Use the stack at Amiens to take the city and start production of Cavalry. Send the stack on toward Calais, to the northeast. Have the Crusader's forces at Oxford move on to take Woodstock, to the northwest. Start producing Cavalry there and head for Bedford, to the north.

Turn 8

Take Le Havre with the Hero and produce Grenadiers there. Then head for Caen, to the west. Use the Crusader forces to take Bedford and start production of Fusileers there. Split the Crusader off from the stack and go north alone to take Cambridge and start production of Fusileers there also. When you're finished with this conquest, head back to Bedford.

Turn 9

Have your Hero take Caen and start producing Cavalry there. Continue east, take Bayeux, and produce Cavalry there as well. The forces outside of Calais should take it on this turn. Produce Cannons there. The Crusader should make it back to Bedford on this turn and rejoin his stack. Then head for Worchester, to the west.

Turn 10

Use the Hero to take Cherbourg and produce Grenadier units. Start for Rennes, to the southwest. Move the Crusader's forces toward Worchester. At the end of the movement, have the Crusader break out of the stack and take the city. Start production of Grenadiers.

Turn 11

Send the Hero to take Rennes. Start producing Cavalry. Then move on from Cherbourg again. The Crusader from London should take Southend, to the northeast. Start the production of Fusileers there. Then move on to Great Yarmouth to the north. Vector the production from Rouen, Paris, and Amiens to Worcester. Have the Rangers who are still outside of Worcester rejoin their Crusader in the city.

Turn 12

Use the Crusader to take Great Yarmouth and start production of Fusileer units there. Then move on and take Cromer to the north. Use the Fusilers from Cambridge to march north and take Peterborough. Start production of Grenadiers there, then start back to Cambridge.

Turn 13

Send the units from Bayeux and Caen to join the Hero stack at Cherbourg and sail for

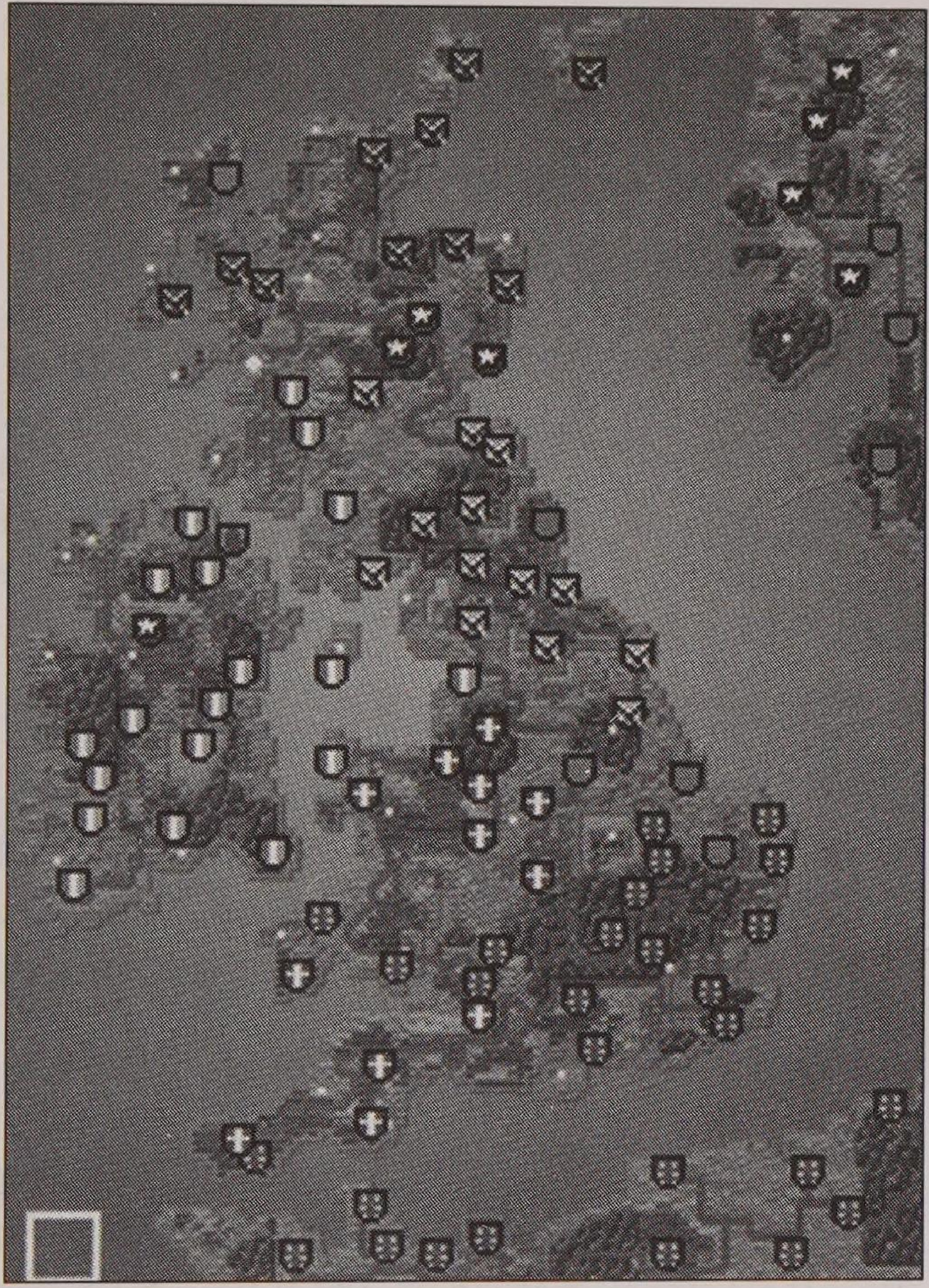


Figure 2-43. *The strategic situation as of Turn 17.*

Penzance, to the northwest. Send the Crusader at Vromer back for London. Declare war on the Welsh.

Turn 14

Leave one Grenadier at Worcester; march the rest of the Crusader stack down to Gloucester and take that city. Start production of 24th Foot units. Then send the Crusader on his own and take Bristol, to the south. Produce Horse Guards there. Send the Crusader back to Gloucester.

Turn 15

Reunite the Crusader with his stack at Gloucester, then move on to Cardiff, to the east. March the Fusileers from Bedford toward Birmingham, to the west. Send the Rangers from Canterbury to join the Crusader in London and march east.

Turn 16

Have the Hero stack take Penzance and produce Fusileers there. Then take St. Ives, to the northwest, and start production of Fusileers. Head east to Plymouth. Have the force en route to Cardiff take that city and start production of Merlins. Continue on to Cardigan, to the west. Move forces from Worcester and Gloucester to Cardiff. Use the Crusader's stack from London to take Winchester. Start production of Fusileers, then head south, to Portsmouth.

Turn 17

The Crusader stack at Cardigan takes Cardigan and starts production of Cannons.

The Crusader stack at Portsmouth takes that city and starts production of Gunners.

The Road Ahead

At this point, both England and France are relatively secure. Exeter and Plymouth should fall to your Hero stack on the next turn; the remainder of the Welsh will be easy pickings over the next few turns. The only real opposition you have is the Eire, and you're well ahead of them. If it's possible to maintain good relations with them, sweep north to take on the Scots. However, if the Eire are at war with you, focus all the attention you can on them: they're too powerful to remain an unmolested enemy.

OVERVIEW: RUSSIA

Cities: 80
Ruins: 36
Players: 8
Side: Poland
Starting City: Warsaw

This looks like a monster, with too many cities on the map and not much opportunity to get a decisive advantage with the full slate of players involved. However, this isn't really the case. By starting with the Polish in Warsaw and moving southwest immediately to take out all of the empires that have any claim on the northeast quadrant of the board, you can win a decisive advantage in a surprisingly short time. The key is to try to wipe out the White Russians and the Bolsheviks as rapidly as the logistics of troop movement allow. Once these two empires hav been destroyed, the rest of the game is a piece of cake.

Turn 1

Start producing Officers in Warsaw. Take your starting Officer and your Hero and combine their stacks. Then take the city of Grodno, to the southeast. Start production of Skirmishers there. If the White Russians have it when you take it, too bad for them. If you can keep your diplomatic rating high, it can't hurt, but in this particular scenario it doesn't matter all that much.

Turn 2

Add a new Skirmisher from Grodno to your Hero stack and go south. Take out Minsk; start production of Officers there. Go south again and take Mogilev. Start production of Conscripts in that city, then head for Smolensk, to the east.

Turn 3

Take Smolensk. Produce Conscripts. Head for Moskva, to the southeast. Declare war on the Bolsheviks.

Turn 4

Take Moskva and start production of Skirmishers. Start troops from Mogilev and Smolensk toward Moskva. (At this point, your goal is to take out the Bolsheviks. In the particular example used for this turn description, the Bolsheviks are at Vladimir, Yaroslav, and Vologda. However, their actual distribution varies widely from game to game. Adjust your actual troop placement for the most rapid dispatch of those dirty Reds.) Take troops from Moskva and have them blessed at the temple of Zagorsk, to the southeast.

Turn 5

The Hero stack takes Yaroslavl, to the southeast and starts production of Conscripts there. Send the troops that remain in Moskva to be blessed and return to the city. The new

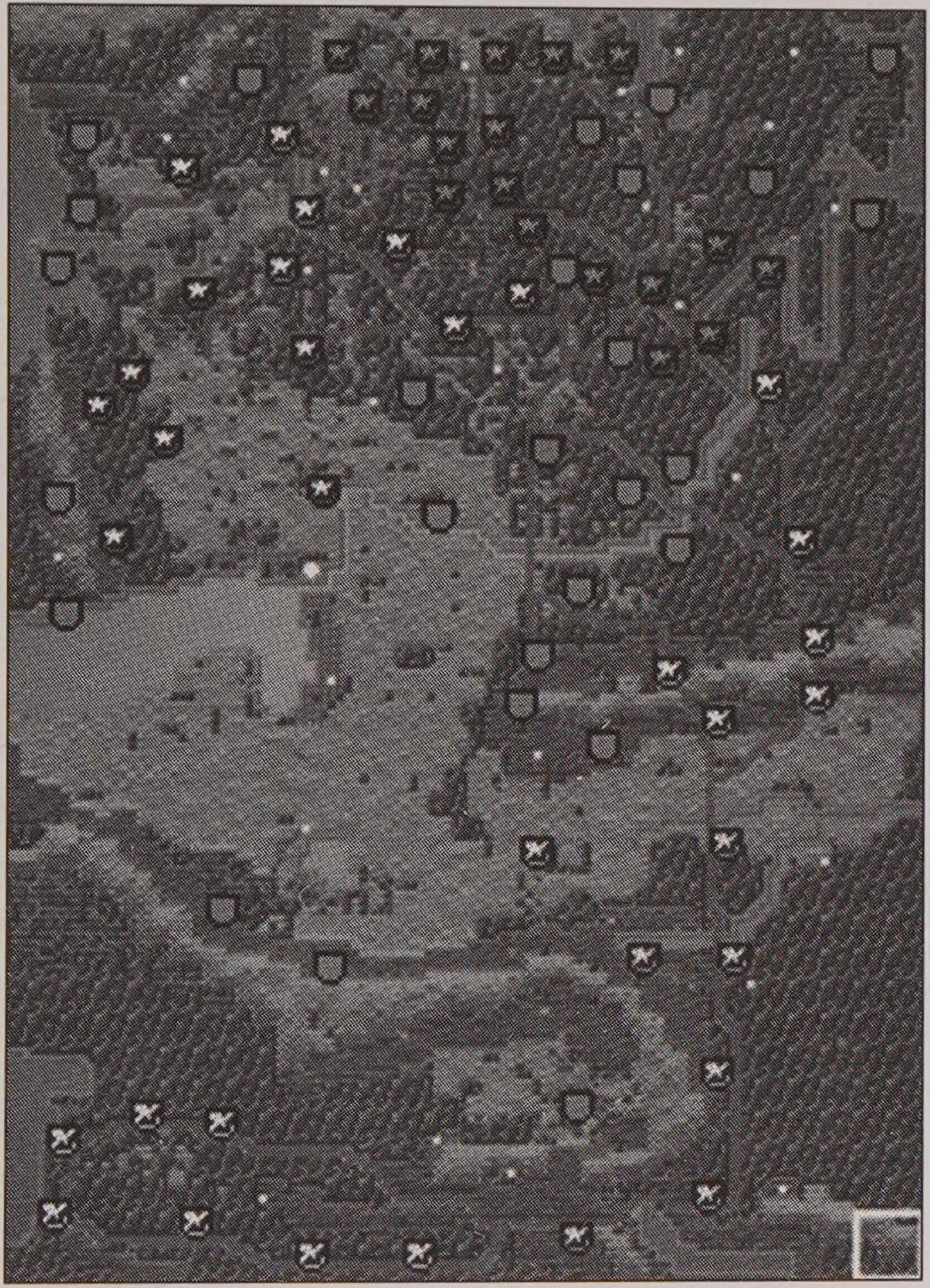


Figure 2-44. *The strategic situation as of Turn 8.*

Officer unit at Warsaw should head south and take Brest. Start production of Cavalry there. Then head for the crossroads above Grodno. Move the skirmishers from Grodno to the crossroads in preparation for meeting the Officer on the next turn. Send the Officer from Minsk to the lower left corner of Vitebsk, to the southeast. Have the Conscript at Mogilev join him there and take the city. Start production of Machineguns.

Turn 6

Move your Hero stack to take Vladimir, to the west. Start production of Skirmishers in that city. Then head back to Yaroslavl. Move all forces from Moskva to Yaroslavl. The Officer should meet his stack at the crossroads near Grodno and proceed north to take Konigsburg. Produce Officers there. Then head for Courland, to the east. Send the Officer stack at Vitebsk to Moskva.

Turn 7

Reuinte your Hero with the forces at Yaroslavl and march on Vologda, to the northeast. Start production of Peasants there. Then march toward Tver, to the west. The Officer stack from Vitebsk should arrive at Moskva. Send this group west, to Tula. The assault forces to the north should take Courland on this turn. Produce Cossacks there. Then take Riga, to the east, and produce Machineguns there.

Turn 8

Take the Officer stack at Riga east to Tallinn and start the production of Assassins in that city. The assault stack from Moskva should take Tula on this turn and start production of Fusileers there. The Hero stack takes Tver on this turn and begins the production of Conscripts there. Then march on toward Novgord, to the northwest. The Officer from Minsk takes Vilna, to the east, and begins production of Cossacks.

The Road Ahead

At this point, you have the game well in hand. You have eliminated the White Russians and the Bolsheviks and possess more than twice as many cities as your nearest competitor. You also have firm control of the northeastern sector of the map.

Of the remaining empires, the Siberians and the Foreign Powers will be too busy with each other to bother you and the Don Cossacks are too far from your borders to be anything more than an occasional annoyance. Therefore, simply consolidate your holdings, build up, and start hammering the Ukrainian and Czech forces for a quick game.

OVERVIEW: SELENTIA

Cities: 40
Ruins: 27
Players: 5
Side: Dark Elves
Starting City: Gunthang

This scenario is easy because of the highly superior position of the Dark Elves. Because they're almost impregnable with their surrounding woods and their production of excellent offensive and defensive units, it is hard to lose the game if you start from their side.

Turn 1

Produce Wizards at Gunthang, then take your Hero and starting Wizard and have them blessed at the Dark Temple to the west. Then go south and take Ak-Giriel. Start production of Pegasi there.

Turn 2

Start your Hero stack toward Greypass, to the west.

Turn 3

Take Greypass and start production of Spiders there. Move south and take Darklake. Start production of Spiders there also.

Turn 4

Go south and take Ak-Enlie. Start production of Pegasi, then head back up the road toward the north. Take the Pegasus from Ak-Giriel and have it blessed at the Dark Temple. Then continue on toward the city of Tomb, to the north.

Turn 5

Have your Hero turn east at Greypass and head for Ak-Giriel. Take the new Wizard unit from Gunthang and have him blessed at the Dark Temple. Meet the Pegasus unit outside of Tomb and take that city. Start production of Wolfriders there. Continue north and take Fell. Start production of Giants there. Head for the city of Gateway, to the west.

Turn 6

Keep all units moving toward their destinations.

Turn 7

Go south with your Hero and take Ak-Farzon. Start producing Pegasi there. Continue south and take Mooncrest. Start production of

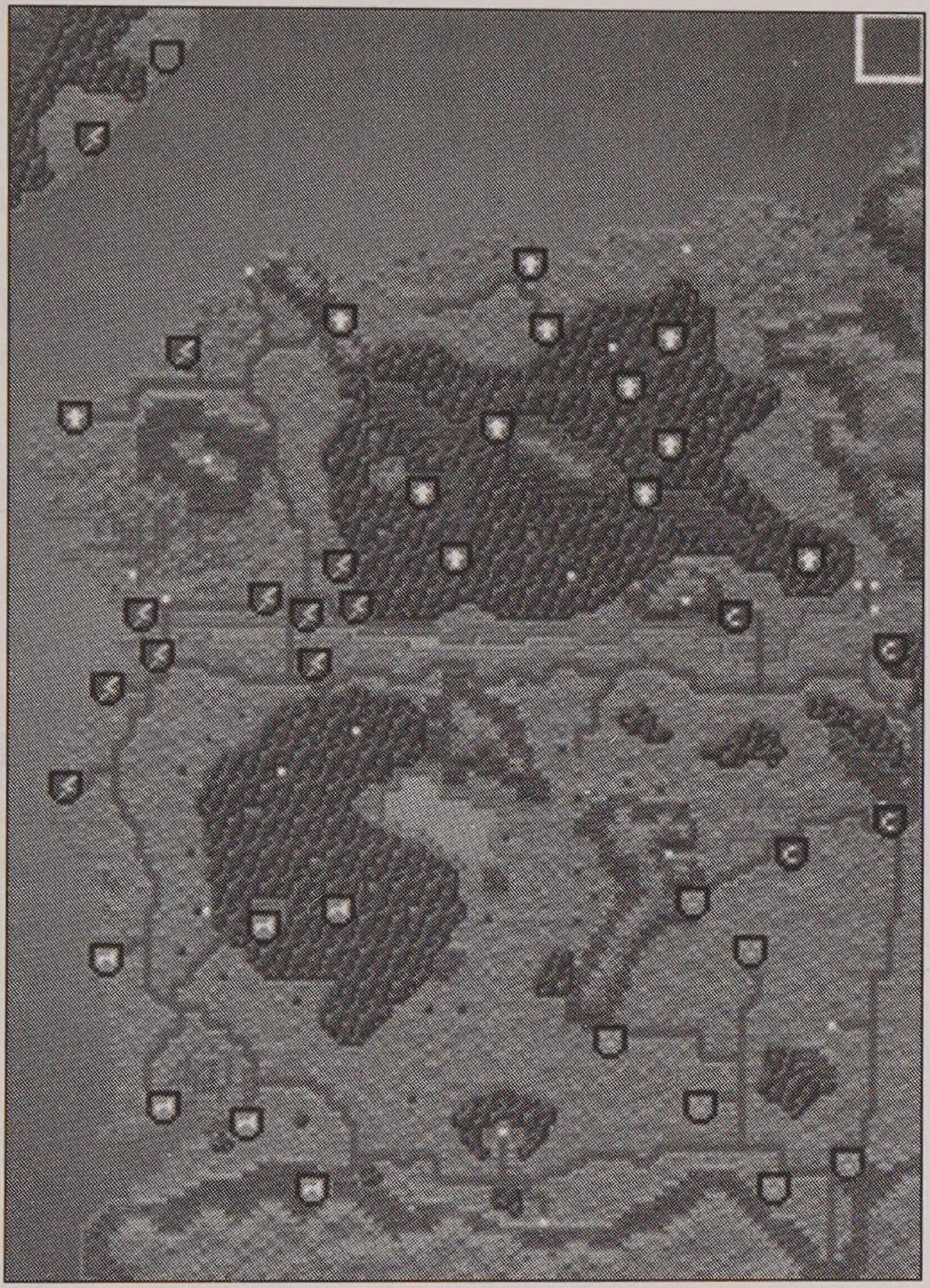


Figure 2-45. *The strategic situation as of Turn 12.*

Spiders there. Send the new Pegasus from Ak-Giriel to be blessed at Dark Temple, then head for Mooncrest.

The assault force outside of Gateway takes it and starts producing Heavy Infantry. Start marching toward Northrealm.

Turn 8

The Pegasus and the Hero meet up at Mooncrest. Together, they start for Ak-Edij, to the southeast. The Wizard forces take Northrealm and start production of Heavy Cavalry. Continue on to Westrealm, to the west. If Northrealm has already been taken by Selentine forces, you can avoid going to war right now: just skip over Northrealm and go directly to Westrealm. It's a matter of taste and tactical position.

Turn 9

Take Westrealm and start production of Heavy Cavalry there. Take the Wizard from Gunthang and get him blessed at the temple. March the Wizard to Ak-Adij. Send Spiders from Greypass and Darklake to the temple also.

Turn 10

Your Hero takes Ak-Edij. Start production of Unicorns. Move on toward the Ruin of Priest's Tower, to the southeast. Take Pegasus from Ak-Giriel to the Dark Temple. After having this unit blessed, march it toward Ak-Edij.

Turn 11

Use your Hero to search Priest's Tower and all the other Ruins near the bridge. Get blessings for the three Spiders from Greypass that have just arrived at the temple. Send one back to Greypass. Send the other two to fortify Gunthang.

Turn 12

Get a blessing for the Spider units from Darklake that have just arrived at the Dark Temple. Send one back home and use the other two to fortify Ak-Giriel.

Send the Pegasi from Ak-Enlie up to the Dark Temple to be blessed.

The Road Ahead

At this point, your forces are superior to those of your opposition and you're in an almost unassailable position. Simply spread your excellent defensive Spider units around your inner forest city ring, remembering to send them off in small groups to be blessed. After blessing, the Spiders are strength-8 creatures for city defense, and almost impossible to overcome when they're entrenched. Bless your Pegasus and Wizard attack units also and stage them to Ak-Edij. Then simply sweep south. The Blood Knights will fall easily to your forces. Because of your strong home defenses, you can just attack the rest of the board at will. Your units are fairly strong and highly maneuverable, allowing a fairly easy win.

OVERVIEW: SEVERUS

Cities: 100

Ruins: 40

Players: 8

Recommended for Solitaire Play: Maeatae

Starting City: Maeatae

If you look at this map, it should be obvious that the Maeataen forces are by far the best. The reason is the "breadbasket" of cities on the northeastern coast, just below your starting position. With a large group of cities in a very defensible close arrangement, it will be hard for you to lose. However, Job One will be making sure those cities do become the property of your forces. To this end, you'll simultaneously start expanding south and setting up an expeditionary force to take out the Caledonii, who essentially don't have anywhere else to expand except through you and into the "breadbasket."

Turn 1

Start production of War Chariots in your home city. Reunite the Hero with your home force and search the Ruins of Antonie Wall, both the eastern and western sections. Then head for the Temple of MarsCamulos, to the west.

Turn 2

Get blessed in the temple, then head northwest to Venicones and take it. Start production of War Chariots there, then head for Breminium, to the southeast.

Turn 3

Take Breminium and make Exploratore there. Then head for Habitancum, to the east.

Turn 4

Send the War Chariot from Maeatae to MarsCamulos to be blessed. Then send it on for Venicones. This will be the staging area for your northern strike force. Have your Hero take Habitancum and start the production of Exploratore there. Then take Pons Aelius, to the east. Produce Catapult units in that city. Next, take Segedunum, to the east, and produce Catapults there also.

Turn 5

Send Exploratore from Breminium to be blessed at MarsCamulos, then on to Venicones. Send the War Chariot from

Venicones to be blessed also. Then take the War Chariot back home.

The Hero takes Omnum to the southwest, and starts production of Legionaries there. Move on and take Vercovicum, to the southwest. Produce Auxilia in that city. Declare war on Caledonii.

Turn 6

Move the assault force from Venicones northward to Caledonii. Take the city and produce War Chariots there. Then head for Decantae, farther north. Use the Hero to take Aesica, to the southwest. Produce Auxilia there. Then take Xelodunum, farther southwest. Produce Legionaries there. Continuing on the southwest march, take Maia and start production of catapults there.

Turn 7

The assault team from Caledonii should take Decantae on this turn. Produce Battle Lords there. The Hero takes the city of Exploratore to the northwest and, of course, starts production of Exploratores there. March on and take Blatobulgium, to the west. Produce Exploratore there also. Then head back to Luguvalium, to the southeast. Take all forces from Segedunum, Pons Aelius, Onnum, and Vercovicum, and have them meet at the crossroads directly south of Onnum. Take the city of Coriosopitum, which will be directly to the south, and start production of Catapults there.

Turn 8

Move your assault force from Coriosopitum to Vindomara, to the south. Take that city and start production of Auxilia there. Continue south and take Vinvia; start production of Auxilia there as well.

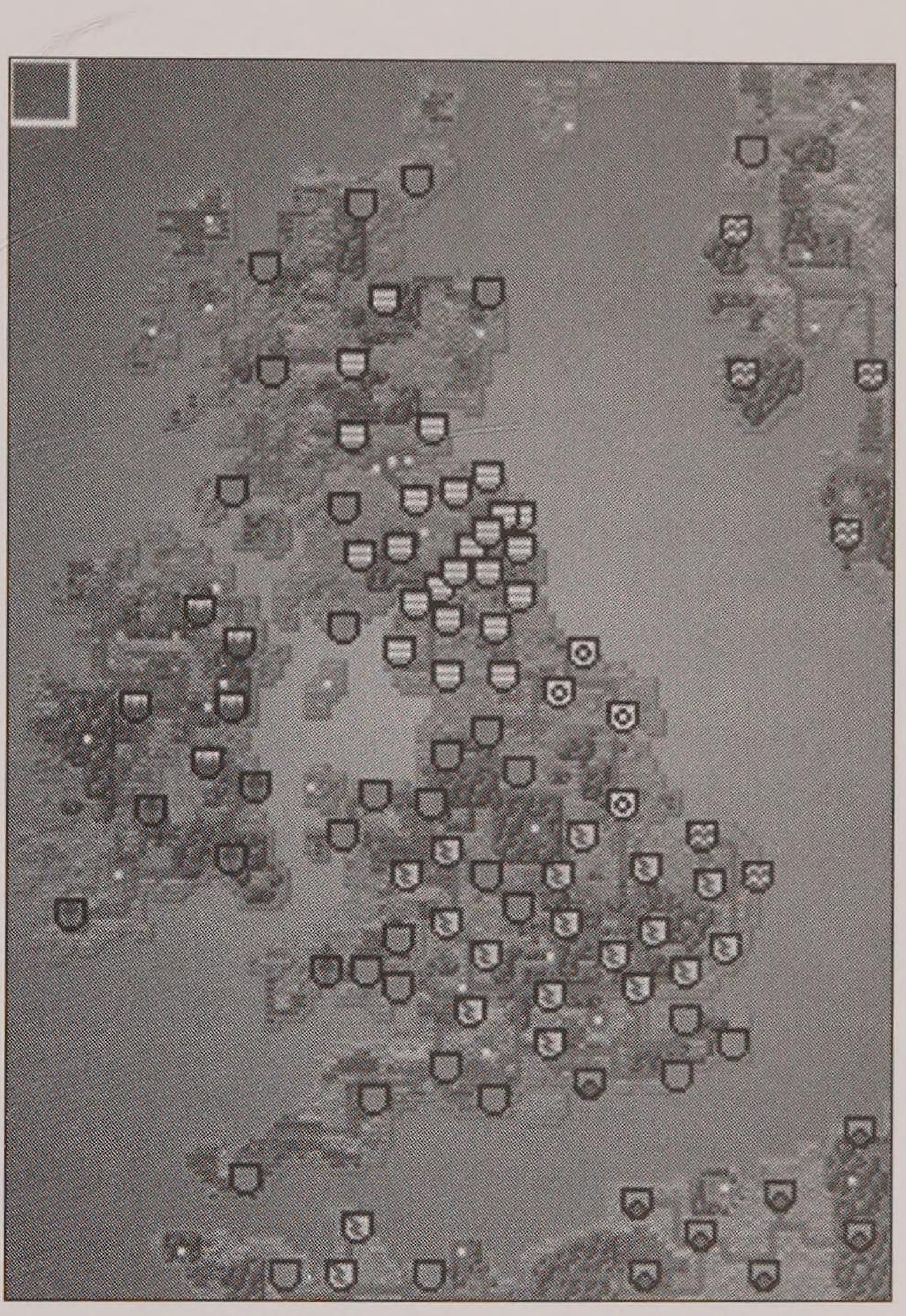


Figure 2-46. *The strategic situation as of Turn 10.*

Take Luguvalium with your Hero. Start producing Catapults there. Then head south, to Galava.

Turn 9

Take Galava with your Hero and start production of Heavy Cavalry there. Take Alauna, to the east, and produce Legionnaires there. Use the assault force from Vinovia to take Cataractonium, to the south. Start production of Catapults there.

Turn 10

The Catapult from Segedunum should be sent north to take Curia Votadini and start that city producing War Chariots. The Catapult from Pons Aelius should meet with the Legionary in Onnum, head southeast, and take Arbeia, where you will start production of Catapults. Start your Hero southeast, toward Camulodunum.

The Road Ahead

At this point, the game is all between you and Clodius Albinus. The Legion VI Victrix, who is located between the two of you, will be ground into a fine paste without much of a fuss. However, in the race between you and Clodius, you have the edge. Your empire has more cities and more opportunity to expand. Also, your "breadbasket" of easily defended, closely set cities is a strategic position far superior to his far-flung holdings. A conservatively played game should give you an easy win.

OVERVIEW: SPECTREMIA

Cities: 66

Ruins: 26

Players: 8

Recommended for Solitaire Play: Ultramarines

Starting City: Fort of Fi

The Ultramarines start with Hawkmen, which can fly directly across the water northeast, and quickly eliminate the Argentians. They also enjoy a central position on the map, on an island that breeds hordes of Lizard Men that both defend the island and spread out in any direction on the water.

The basic strategy entails taking over the Argentian lands and marshaling these powerful forces against the Sabellian Lords, farther east. At the same time, groups of Lizard Men pour out of the home island into Kings of Amber territory to the northwest, defeating them by sheer force of numbers. This leaves only the Cobalt Hordes at the northern end of the map to deal with; the other contenders to the south are busy fighting each other.

Turn 1

Build Lizard Men first, for their single-turn production and city bonus. Send the Hawkman unit flying directly toward the Argentian capital of Blanco Manor, which their Hero has conveniently left undefended. Declare war on the Argentians. Send your own Hero west to take Fort Martial alone, build more Lizard Men there, and go to sea.

Turn 2

Sail your Hero to Blanco Manor and take it. Start production of Mad Mutants there. The Argentian Hero most often heads for Procul's Harem northeast and takes it, then leaves it undefended. The Hawkman's high movement rate allows him to take this city alone, eliminating the Argentians from the game.

Build Pterosaurs there, then start the Hawkman eastward with its remaining movement.

Turn 3

Move your Hero southeast, down the road toward Carse on Sea. Order the Hawkman east to take Crystal Palace. Start production of New Orcs there. Then send him south, toward the nearby temple.

Turn 4

Get your Hero next to Curse on Sea, then wait for the Hawkman to be blessed at Jade Temple before joining the Hero's stack. After taking the city, start production of mighty Raptors, then use the stack's remaining movement to continue down the road toward the Sabellian Lords.

Back at Fort of Fi, move the two Lizard Men with the highest movement to take Fort Drill; start production of Skirmishers there. Move the other Lizard Man in that direction also. From Fort Martial, send all three Lizard Man units to take Fort Authority, then build more Lizard Men there.

Turn 5

At your home island, begin assembling a naval force to invade Kings of Amber territory. Move all units at Fort of Fi to a ship, then send the Lizard Man from your capital to Fort Martial to join with another before going to sea. Declare war on Kings of Amber. Change production at Fort of Fi from Lizard Men to Hawkmen now that the island is secure. Fly the new Pterosaur at Procul's Harem eastward, toward Middleburg. The new Mad Mutant unit at Blanco Manor heads down the coast road to Carse on Sea. Keep moving the Hero along the road into Sabellian Lords territory. If the Sabellian Lords have spread south from their capital, delare war on them during this turn.

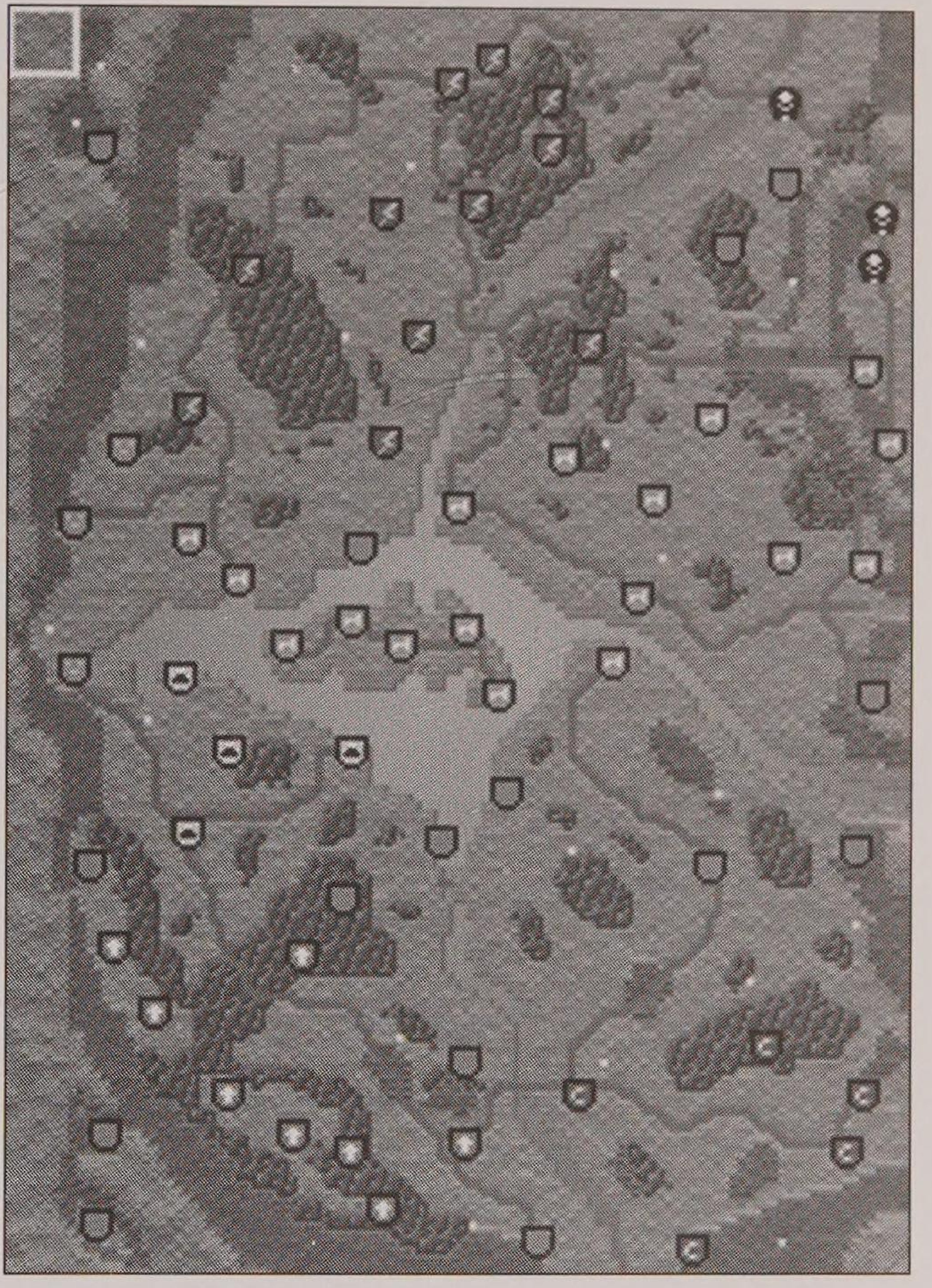


Figure 2-47. *The strategic situation as of Turn 10.*

Turn 6

The naval force outside your home island is now ready to invade Low Fodderton by grouping the two ships and attacking. Build more Lizard Men there, and move the surviving units one more space into the city to land them. To the east, send the Hero northeast on the road to conquer Middlemarch and start production of Skirmishers for quick defense. Continue moving the Mad Mutants toward the Hero. Send the Pterosaur the rest of the way to Middleburg and claim it to make Lizard Men, then continue flying northeast toward the Sabellian Lords' capital.

Turn 7

The Sabellian Lords have spread their forces thin in their expansion, and have left many of their cities weak. If the Sabellian Hero has come south, take the time to build a powerful stack with your Hero and eliminate him. Otherwise, continue driving into their heartlands. In this replay, the Sabellian hero is holed up in Hawkhurst, due west of the Hero at Middlemarch. Head in that direction with your Hero and send the Mad Mutants to join him outside the city. Though the stack suffers some losses, the enemy Hero is defeated and production of Lancers is started there. Start moving your Hero back east to continue taking Sabellian cities. The Pterosaur to the north flies in, takes the undefended Sabellian capital of Satanic Mills, and stays there to defend it. Build Skirmishers there for quick defense. A Raptor emerges in Carse on Sea. Move it all the way east to Middlemarch, to join the Hero on the next turn. Back in the west, group all but one Lizard Man in Low Fodderton and march northwest to wrest Apricotta from the Kings of Amber. Start production of Skirmishers there.

Turn 8

Continue moving the Hero back toward Middlemarch to travel the road leading north from there. Move the nearby Raptor to join his stack. Assemble another naval fleet using Lizard Men from your home island, to support those stationed in cities to the northwest. However, if any other enemies take to the water and threaten to invade, leave the second fleet at home. Fly the new Hawkman northeast from your capital to help defend your cities against encroaching Cobalt Hordes forces.

Turn 9

March the Hero stack north to Ravens Tower and conquer it. Start production of New Orcs there. Sail the naval units into Low Fodderton and garrison them there.

Build a new naval unit with forces at Fort Rest, for a journey east to claim Henly on Todd before the Incarnadinals get to it. Continue flying the Hawkman east to join the Hero, or to garrison a city if needed.

Turn 10

Continue moving the Hero stack north and fortify it with the Pterosaur and Skirmishers from Satanic Mills. Change production at Satanic Mills to Juggers. Sail the naval unit outside Fort Rest to Henly on Todd and capture it. Start production of Skirmishers there. Then land the victors at Henly on Todd to garrison it.

The Road Ahead

From here, victory is only a matter of time. With a powerful stack led by the Hero in the east, and stalwart units emerging from the Argentian cities, the rest of the Sabellian Lords' cities should fall quickly. Though the Lizard Man forces in the west will have a tough time advancing on fortified enemy cities alone, by this time you should have hired at least one more Hero, if not two, with the gold that's been collecting in your coffers. Send one to lead the Lizard Man hordes to victory against the Kings of Amber, leaving only the Cobalt Hordes to be crushed between eastern and western forces. Carefully watch your opponents to the south, because even if they're busy fighting each other, they'll turn their attention to you once they realize their slim chances of stopping your expansion.

OVERVIEW: SPIDER QUEEN

Cities: 40

Ruins: 28

Players: 4

Recommended Starting Position: Spider Queen

Starting City: Arachnea

Turn 1

Have the Hero stack visit the Temple next to Arachnea and be blessed. Visit the Ruin next to the Temple and ask the Sage about money. You will receive a Gem worth nearly 1,000 gold. Board a boat in preparation for traveling to the Ruin-littered island in the center of the web. Start production of Spiders in Arachnea.

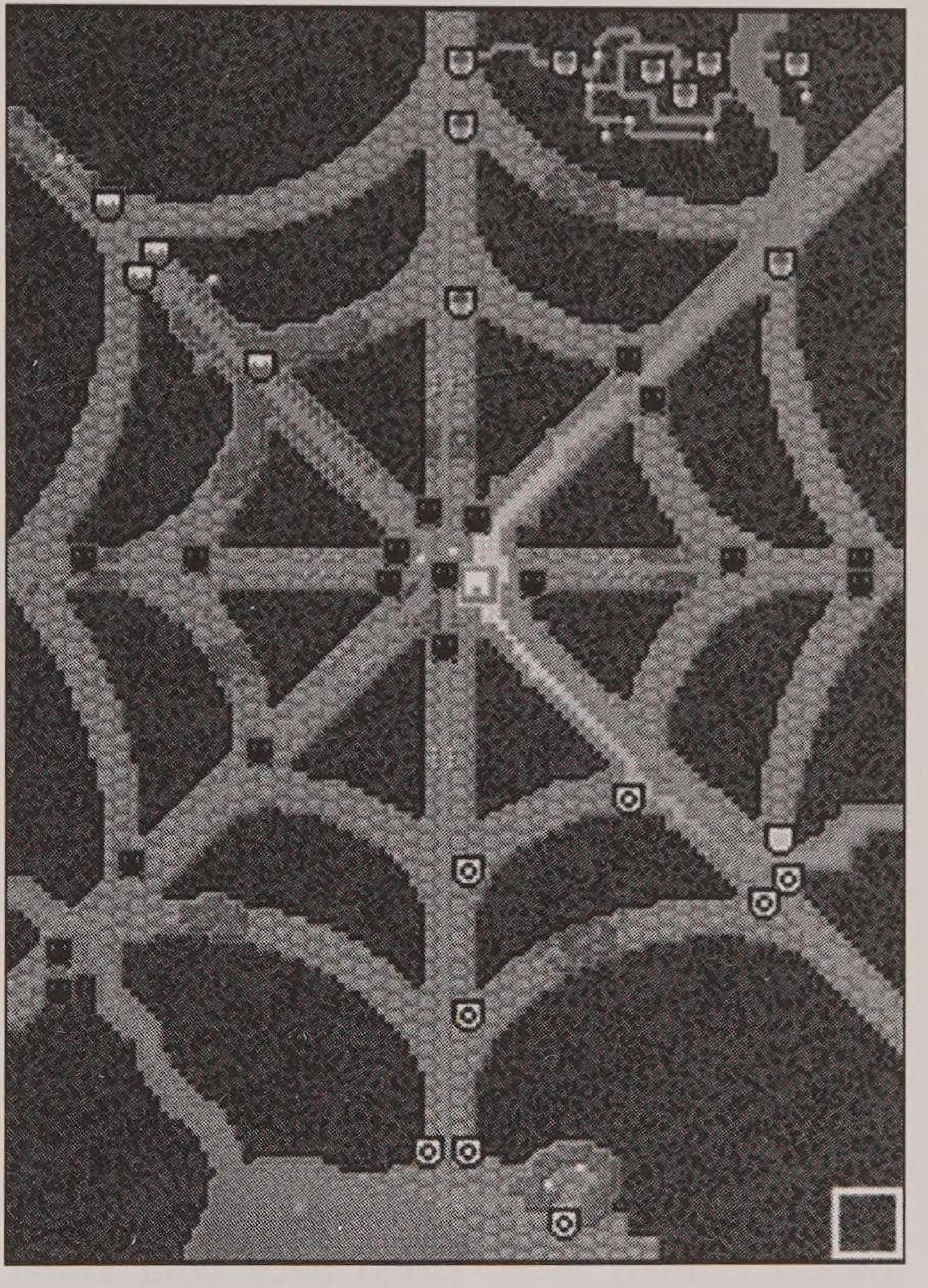


Figure 2-48. *The tactical situation as of Turn 11.*

Turn 2

Go to the center island and disembark.

Turn 3

Raid all the Holes, collecting items and money. Ask sages about Items and uncover the hidden cache with the Spider Staff. Return to the port and board boats again. Send Spiders from Arachnea west to Spiderhome and capture it. Improve production to include Spiders and build them there.

Turn 4

With all the gold in your coffers, you're almost certain to acquire another Hero; sure enough, one appears in Arachnea. Also, your first Hero is promoted to Cavalier for experience. Send your new Hero north to take Fang, then east toward Pentacle.

Turn 5

Another Hero appears, this time in Spiderhome. Move him west, toward West Quarters. Disembark your first Hero on the east bank of green river near Arachport. Take Pentacle and start production of Devils there. Leave a garrison and send the Hero north, toward North Quarters. Move one Spider from Spiderhome to Fang to garrison it.

Turn 6

Move the garrison from Pentacle northeast, toward Fishing Spot. Bring back your Hero from the north as a garrison, since North Quarters has been taken. Your first Hero group takes Arachport and builds Heavy Infantry there, then continues east, toward East Quarters. The third Hero takes West Quarters and starts production of Spiders, then continues west, toward Westweb.

Turn 7

With your great hoard of gold, you can hire a fourth Hero. Your first Hero is now promoted to the rank of Champion. At the same time, he seizes East Quarters and begins production of Spiders there before continuing east, toward Eastweb and Spider Garrison. Fishing Hole falls to your forces. Production here is improved to include Spiders; their production is begun. Westweb also falls; again, production is improved to include Spiders and the town is set to building them. Send the Wizard from Arachnea southwest along the strand to take Southwest Quarters, for the production of Orcish Mobs, and Quiet Spot for the production of Scouts.

Turn 8

The first Hero captures Spider Garrison and Eastweb, starting production of Spiders in both, then heads north, along the outside of the web, toward Waterweb. The Wizard takes Escape Way and starts production of Pikemen there. He goes on to capture Secret Store and starts production of Heavy Infantry there. With his remaining movement, move him back to the east, along the outside of the web, toward Southweb. Send the Archangel from Fishing Spot to capture Northeast Quarter and start production of Light Infantry there.

Turn 9

The Dwarves have captured Fang; war with all opponents breaks out. Group the Hero near the new Devil and send them to retake Fang. The first Hero continues north, toward Water Web. Keep moving the Priest toward his objective. Keep at least two Spiders in each of the central cities to avoid losing them in battle.

Turn 10

Group the Hero and the Devil from Fang with three Spiders from Spiderhome and use this stack to take Spider Priest. Begin producing

Priests here and leave one Spider, if any remain, as a garrison. Move one Spider from Arachnea to replace the garrison at Spider Home. Continue moving the first Hero north, toward Waterweb. Vector production from Eastweb and the Spider garrison to Arachport.

Turn 11

Group forces at Spider Mage and seize it.

The Road Ahead

You now control the center of the web, four of the eight spokes, and 18 of the 40 cities, almost half. Eliminate the Dwarves next. Once they are out of the picture, you can easily support a two-front campaign against your remaining opponents.

OVERVIEW: SPINDLE ISLE

Cities: 30
Ruins: 10
Players: 3
Recommended for Solitaire Play: Living
Starting City: Life

Two long chains of high mountains separate the domains of Dead, Wizards, and Living. Though a narrow pass in each mountain chain allows ground troops to pass through, the thick forests surrounding them make such ventures prohibitively slow for most units. Since Dead and Wizards usually spread northward, they leave the Living lands untouched. Unlike the computer opponents, you will use the seas to sail around the mountainous barriers and establish a foothold in enemy territory, while building powerful Lord units in your capital to sweep southward and claim most of the neutral cities in your domain.

Turn 1

Build Lightlords at your capital, then group the Hero with the starting Lightlord and go north to the sea.

Turn 2

Move the Hero west toward the northern tip of the Wizards' domain.

Turn 3

Land the Hero at the seaport and prepare to take nearby Spell.

Turn 4

Conquer Spell, start production of Fireknights, and continue south. Leave the new Lightlord at Life to wait for another.

Turn 5

Take Incantation with the Hero, start production of Firelings, and leave the Hero there to gain reinforcements on the next turn.

Turn 6

Move Fireknights south from Spell to join the Hero stack with new Firelings.

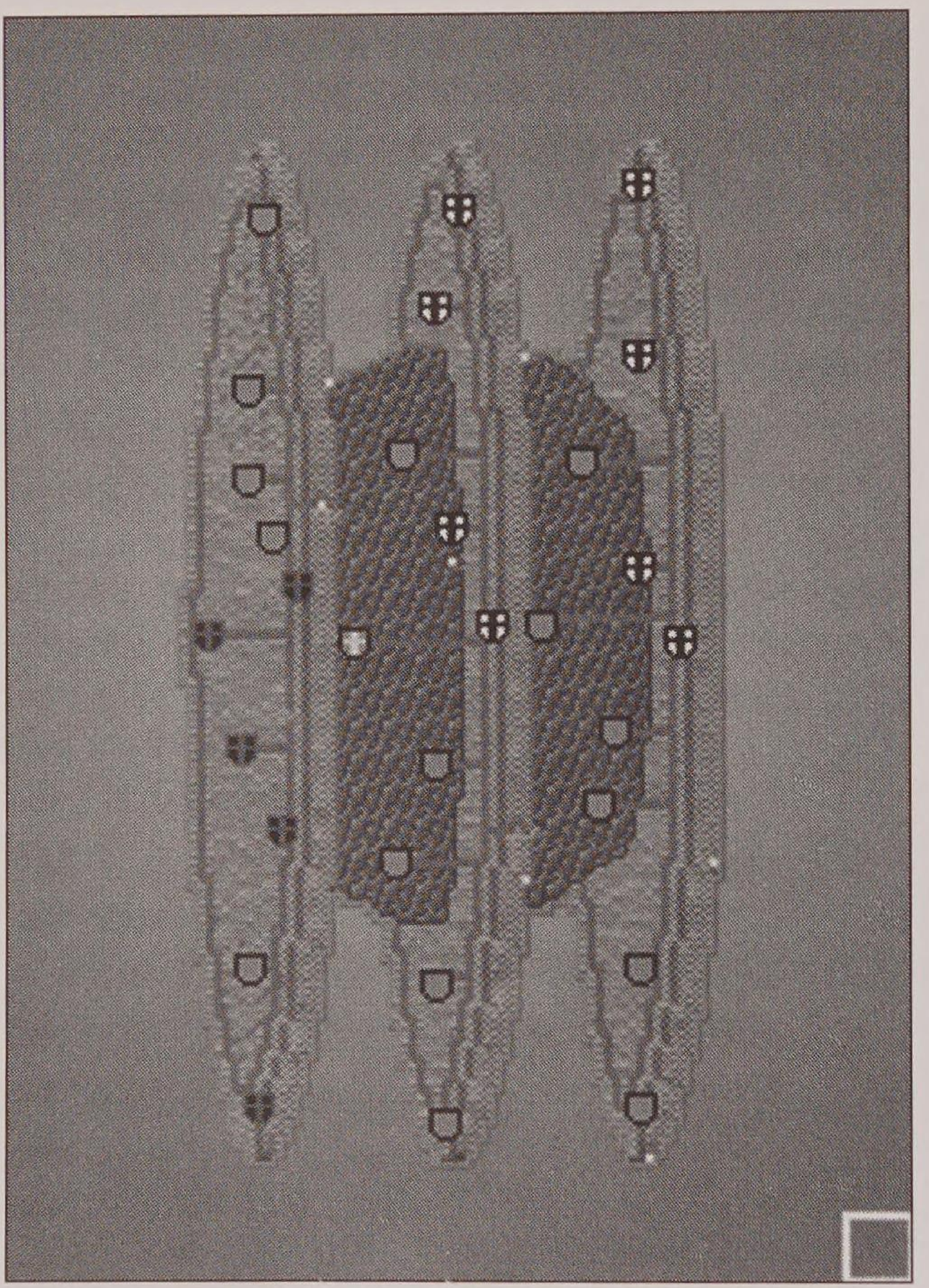


Figure 2-49. *The strategic situation as of Turn 10.*

Turn 7

Add another Fireling to the Hero stack and head south. At this point, if the Wizards' forces are strong in the area, leave the Hero where he is to build a stronger stack. Group the two Lightlords at Life and send them south, toward Being.

Turn 8

Conquer Being and start production of more Lightlords there. Move the victors on southward, past Animation, to take easier targets. Similarly, move the Hero stack south, past Alchemy, into the heart of the Wizards' lands. Declare war on them in preparation for taking Superstition. Keep moving units from Spell and Incantation south to join the Hero, because these cities are not as important to hold as those farther south.

Turn 9

Since the Wizards' Hero went northwest as usual to plunder Ruins, their few cities are left lightly defended. Watch carefully for the Wizards' forces to leave their cities open, and claim them whenever possible. Take Superstition with the Hero stack and start production of Treefolk there. Then send the Hero southward, toward Animation. Next, the Lightlords go south to take Existence and start production of Windknights there. Continue their crusade southward, toward Consciousness.

Turn 10

The Hero stack has a tough time taking Enchantment, but the mighty Lightlord, under the Hero's command, proves superior. Start production of Fireknights and leave the hero there to wait for reinforcements. Back in your homelands, take Consciousness with your Lightlords and start production of more Windknights there. Then send one west, toward Survival, and the other south, to mop up the remaining neutral cities. At your capital of Life, send the Lightlord to sea for a westward journey to augment the gathering stacks at Spell and Incantation. Or send him south, to join with another Lightlord at Being for an assault on the Rocklord at Animation.

The Road Ahead

From here, you have enough gold in your coffers to attract another Hero soon, and within a few turns you'll own most or all of the cities in your domain. The flying Windknights should go west across the mountains to join your first Hero in his task of clearing out the remaining Wizards' cities. Vector production from your homeland cities to Enchantment to build more stacks and speed the process of removing the Wizards. If the forces of Dead don't surrender after the Wizards have been eliminated, your gathering stacks can take to the sea and work their way inland from the tips of their lands.

OVERVIEW: STAR

Cities: 21

Ruins: 20

Players: 6

Recommended for Solitaire Play: Polarians

Starting City: Polaris

This small star-shaped island has very few cities and has six armies jockeying for control of it. Though the cities are few, many of them produce high-powered fighting units. The Polarians, located in the center of the island, have the best starting position for two good reasons. First, their position in the center of the map allows them to exploit the weaknesses of any opponent at any time. Second, the cities surrounding their capital, Polaris, produce the most powerful units in this scenario. In the beginning, the two cities to the east and the northeast should be captured for their ability to produce Devils. The other three cities surrounding Polaris can be left alone for the time being. The units in these cities are strong and may serve to eliminate forces from other armies that attempt to capture them. Control of at least two neighboring arms of the star will make the Polarians less vulnerable to attacks on their flank. It will also allow forward cities to be strongly fortified against attack from strong enemy stacks. The production of strong units, though it takes longer, will give you better odds in the battles to come. The need to expand must be weighed against the need to protect vulnerable cities.

Turn 1

At the capital city of Polaris, start production of Devils. Group the Hero with the Devil that is already there. Have them head northwest, to the temple near the city of Wesen, and be blessed. Then send them to Wesen.

Turn 2

With the benefits of the blessing, the stack will have no trouble taking Wesen, where you can start production of more Devils. Declare war on the Mintakans and prepare for a westward advance.

Turn 3

Send the Hero east toward Mintaka, at the end of the western arm of the star. At the same time, send the Devil east to capture the city of Wolf, where it will start production of Wolfriders.

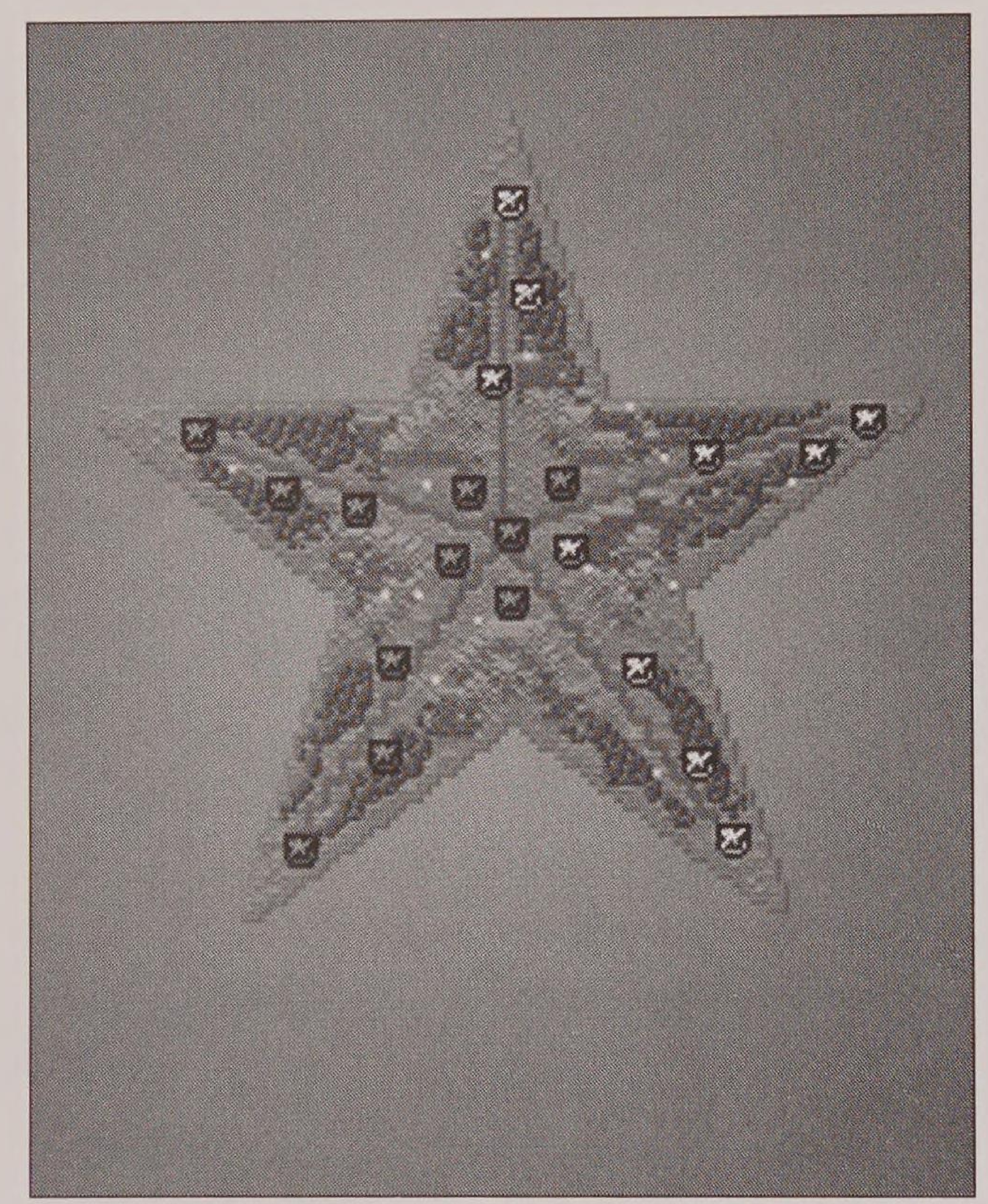


Figure 2-50. *The strategic situation as of Turn 13.*

Turn 4

The Hero will now have reached Mintaka, which will fall to him, and will start production of Unicorns. Then send him back toward Pollux. Send the Devil from Wolf back to Regulus.

Turn 5

Group the units at Regulus and send them southeast, along the road, to Pollux. Begin production of Ghosts here. Vector production from Mintaka, Wolf, and Regulus to Pollux.

Turn 6

Declare war on Dubhains. The Hero will reach Pollux on this turn and will stay there. Send the Devil from Pollux southwest, toward Deneb.

Turn 7

The Devil will reach Deneb and crush its defenses. Then start production of Minotaurs there. Wait there for reinforcements.

Turn 8

Vector production from Polaris and Pollux to Deneb.

Turn 9

Send the Hero at Pollux south, to Deneb. At Deneb, send the Devil south to take Capella, where it will start production of Minotaurs.

Turn 10

Cancel vectoring from Pollux and Polaris. All units should stay where they are during this turn.

Turn 11

Group the Devil and the Ghost at Deneb, then send them south, toward Dubhe. Send the Minotaur from Capella north to help garrison Deneb.

Turn 12

Send the Devil at Capella south to group with the stack outside Dubhe. This stack, though it takes heavy losses, will be able to occupy the city and commence production of Elephants. Vector the production from here and Capella to Polaris. Send the survivors of the attack north, toward Enif.

Turn 13

Group the units that have built up at Pollux southeast, to capture Enif. Start production of Pegasi. Send one Devil from Polaris northwest, to capture Vega and start production of Demons.

The Road Ahead

From this point, the Polarians have a strong supply line that is well protected from enemy attack. The cities on the front line are garrisoned and are producing units with sufficient strength not only to keep them secure, but to begin advancing on the remaining opponents. The next step is to ascertain which of the remaining foes is weakest and eliminate it while fending off attacks from the other two. When only two opponents remain, begin a two-pronged attack, driving both into the sea at the same time. The Polarians will quickly be acknowledged as the unquestioned rulers of the island.

OVERVIEW: THE FALL OF ROME

Cities: 100
Ruins: 40
Players: 8
Recommended for Solitaire Play: Greeks
Starting City: Athens

The Greeks have an overwhelming advantage with a high density of cities nearby, several Ruins, a Temple right beside the capital, and no immediate threats from distant enemies. They are also situated near the center of the map, with instant access to the Mediterranean Sea. The enemies to the west and northwest stay busy fighting each other or plundering Ruins, while your own forces concentrate on taking cities and building powerful armies instead.

The basic strategy requires a quick expansion northward to fortify inland cities against the Huns, while at the same time using the mighty Demi-God to claim the Greek Isles before the Babylonians reach them. These islands breed powerful allies, if you take them quickly to ensure they have enough time to do so.

Turn 1

Group the Hero with the Demi-God and go to the Parthenon Temple nearby to receive a blessing and a quest. Send the Demi-God east to conquer Ios and start production of the formidable Chimeras. Then send the Hero west to claim Marathon and start production of Messengers.

Turn 2

Send the new Messenger to be blessed, then bring him back to join the Hero. Fly northeast to the Ruins of Mount Olympus. Plunder them, then conquer Philippi and start production of Legions. Continue north with the Hero's remaining movement. Move the Demi-God southwest to claim Corinth; start production of Catapults there. Then defeat Sparta and start production of Gladiators there.

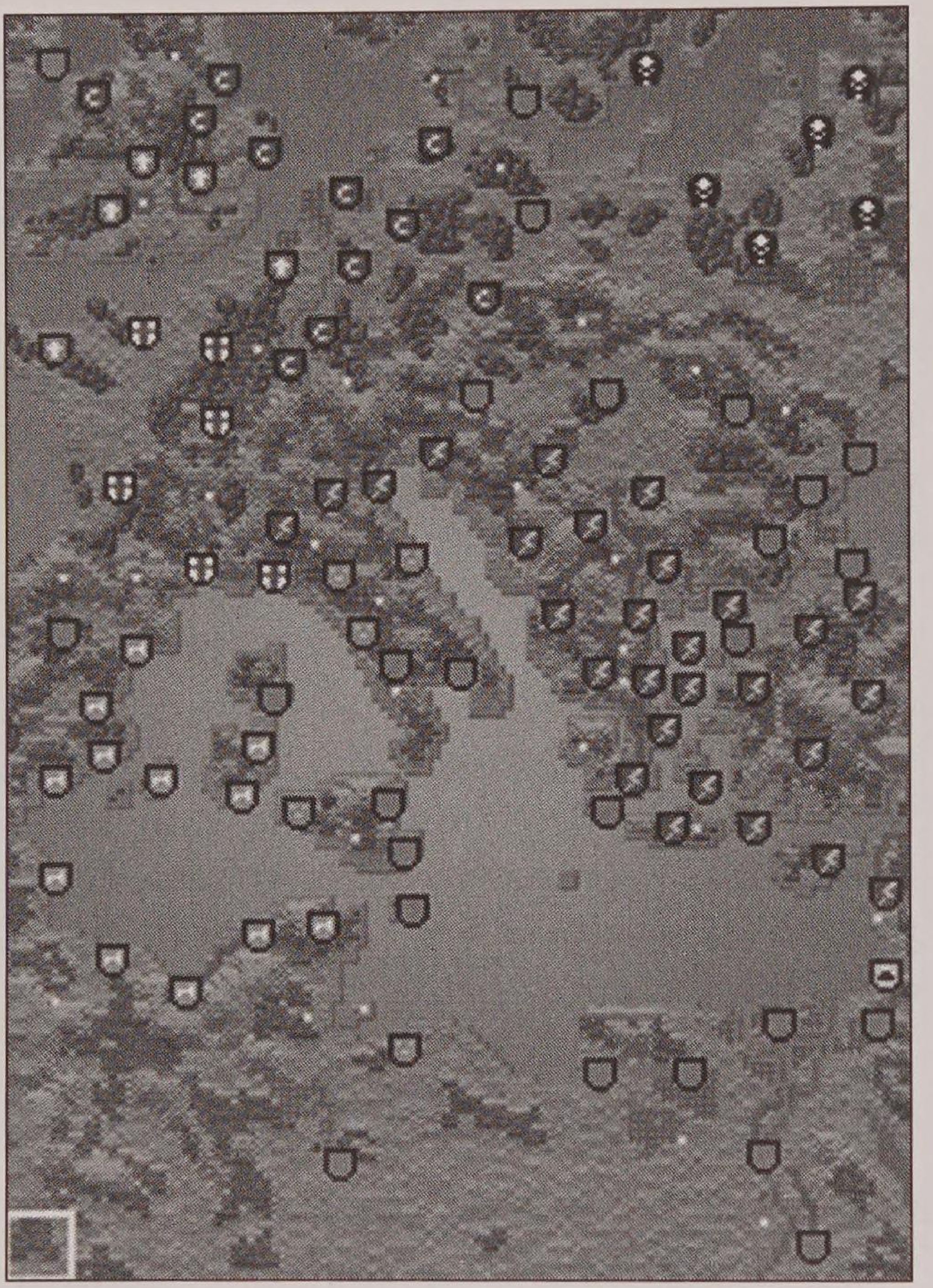


Figure 2-51. *The strategic situation as of Turn 10.*

Turn 3

Add Legions from Phillipi to the Hero stack, then do the same with another Messenger from Marathon, picking up a blessing on the way. Group these forces with the Hero and invade Thessoloniki. Start production of Cavalry there. Leave the Legions unit behind and fly the Hero west to the Oracle Ruins. Plunder them, then continue northwest to claim Macedonia and start production of Gorgons there. With the Demi-God, bypass Ithica, which is defended by Gods, and instead attack Crete and start production of Minotaurs there. Then continue northeast, to defeat Karpathos and start production of Argonauts. Since the Babylonian Hero is usually island-hopping in your direction alone, declare war on the Babylonians.

Turn 4

Fly the Hero stack to take Serbia and start production of Archers, then head west. Send another Messenger from Marathon to be blessed and then fly up to join the Hero with movement to spare. The Demi-God is within striking distance of Rhodes, where the Babylonian Hero has landed to take the city alone. Fly down and you'll dispatch him easily, taking Rhodes for yourself to start production of more Demi-Gods. Then follow the dead Hero's path toward Cyprus. Back in your homelands, send the Gladiator from Sparta northeast through Corinth to the sea; have him take the Catapult with him. Then send Legions units from Philippi and Thessoloniki to the sea as well.

Turn 5

Send the Hero to the walls of Bosnia. Take Bosnia and start production of Huns there, then head for the nearby Sissiphus Rock Ruins and plunder them. The Demi-God can take Cyprus and build Messengers there, but leave him to wait for another Demi-God before attacking the Babylonian capital, which is guarded by a Titan. Have the naval units converge on the west coast of Khios, take the city, and start production of Cavalry. Fly the new Chimera from Ios to take Troy and build Siege Towers. Then send him northeast, toward Ephesia.

Turn 6

Move the Hero stack down to take Croatia and start production of Legions, then send him toward Dalmatia.

Summon the new Demi-God from your capital to get a blessing, then send him up to take Dalmatia and start production of Legions.

Next, send the two Messengers from Marathon to be blessed, and then up to join the Hero stack.

Move the Chimera to take Ephesia and start production of Legions there, then onward to take Byzantia and start production of Centurions there.

Move the stack that took Khios back out to sea.

Turn 7

Send the Demi-God from Dalmatia to join the Hero stack. Then move the group back northwest to meet encroaching forces from Gaul.

Next, move the naval stack to take Limnos and start production of Legions, then sail the stack south to help fortify the southern islands.

Let the rest of your cities stand idle to give them time to build up, since many of them were left empty during the rapid expansion.

Turn 8

Take Triesze with the Hero stack; start production of Goliaths there. Then head for Venezia.

Send the Chimera from Byzantia south to take Sumeria and start production of Lions.

Continue moving the naval stack south past Rhodes, where another Demi-God will appear on the next turn.

Turn 9

The Hero stack takes Venezia and starts production of Legions for quick defense. Declare war on Gaul so you can take their city of Padova on the next turn.

Keep moving the naval stack south and east, toward the Babylonian capital.

Fly the new Demi-God from Rhodes to join the other at Cyprus. Send the Chimera from Sumeria to take Asia Minor and start production of Huns.

Turn 10

Padova falls before the Hero, who quickly produces Archers. Now move the stack to take Milano from the Gauls as well and build more Archers. On the next turn, the Hero can visit the the Temple of Diana, nearby, to further strengthen his stack.

Far to the southeast, move the naval stack close to the Babylonian capital and fly the two Demi-Gods over from Cyprus to join them. This force can defeat the two Titans guarding the city, though most of the stack may die before the Demi-Gods finish the task.

The Road Ahead

At this point, you hold most of the key cities in and around your homelands, making enemy invasions unlikely. Your opponents recognize your might and declare war, but none are strong enough to matter, or they remain busy warring with each other. With all the gold you've amassed from Ruins and from all your cities, you should also have at least one extra Hero at your disposal, if not two or three. The forces patiently building in your cities can easily gather and sweep westward by sea, fortified with powerful units from the Greek Isles, while Demi-Gods and forces around Asia Minor sweep southward to crush the Babylonians and claim their lands, which stretch into northern Africa.

OVERVIEW: THE VALE

Cities: 50
Ruins: 30
Players: 5
Recommended for Solitaire Play: Draoi
Starting City: Tree Sprite

This map is one of the larger ones; however, the number of cities is fairly small. Draoi is the best starting point, because it is cut off by a river from the lower two thirds of the map. There are no ports on the south side of the river; this means that only flying units can cross it. This keeps your capital and your other cities safe from conquest by enemies from the south. Unfortunately, it also makes it harder for Draoi to expand southward. The capital city of Tree Sprite should be used to produce one Wizard, then production should be switched to Skeletons for their ability to fly. The Wizards are very useful because of their great movement advantage. Grouping the Hero with Skeletons allows movement and expansion to the south. The rest of the army is reduced to marching slowly to the port city of Chelport, on the eastern side of the map. Chelport can be used as a jumping-off point for an all-out invasion of the rest of the map. It will take many turns to get enough units into Chelport, but there is little other choice. Vectoring of units will help greatly, saving you the tedium of moving several units on every turn.

Turn 1

At your capital of Tree Sprite, start production of Worlocks.

Move the Hero southeast to claim Lyntree and start production of Goblin Lords, then continue in the same direction toward Xyanbole.

Send the Worlock southwest through the forest to claim Synwood and start production of Light Infantry units. Your next victim is Silver Branch, to the northwest; start production of Wood Scouts there. Next is Synulrow, to the east; start production of more Wood Scouts there. Finally, head southwest toward Thornleaf.

Turn 2

The Worlock has another long day ahead of him, starting with Thornleaf. Capture it and start production of even more Wood Scouts, then continue southwest to Predawn and start production of Heavy Infantry units. Use the remaining movement to head north toward Thonyhold.

Continue moving the Hero toward Xyanbole. Vector production from Synulrow and Silver Branch to Synwood, and from Thornleaf to Predawn.

Turn 3

Thonyhold falls to the Worlock's might; start production of Light Infantry there, then vector it to Predawn. Send the Worlock northeast toward Arkwood. The Hero finally reaches Xyanbole and conquers it. Start production of Light Infantry there, then head southeast, to Ruins, on the way to Xyanulight. Group units at Synwood and direct the stack southeast toward Pastol. Move units and vector production from Lyntree to Xyanbole. Remember, most units must eventually either march or travel by boat to the southeast. Now is a good time to start moving them into position.

Turn 4

Travel to and plunder Ruins with the Hero, and march on toward Xyanulight. Continue moving mobile units toward their destinations.

Turn 5

Change production at Tree Sprite to Skeletons, which can later fly across the water to the south. Pastol falls to the stack heading for it; start production of Light Infantry units there. Then march the stack on toward Xyanulight. The Hero reaches the city of Xyanulight before the stack and conquers it. Start production of Light Infantry there, then head northeast, toward Demon Port. Send another stack from Xyanbole south to Xyanulight. Bring the Worlock to Arkwood, claim it, and start production of Goblin Lords. Vector production to Pastol before heading east to Sea's Edge. Vector production from Tree Sprite, Lyntree, and Xyanbole to Xyanolight. This serves to bolster the future invasion fleet as well as putting the Skeletons from Tree Sprite in a good position to head south after grouping with the Hero later.

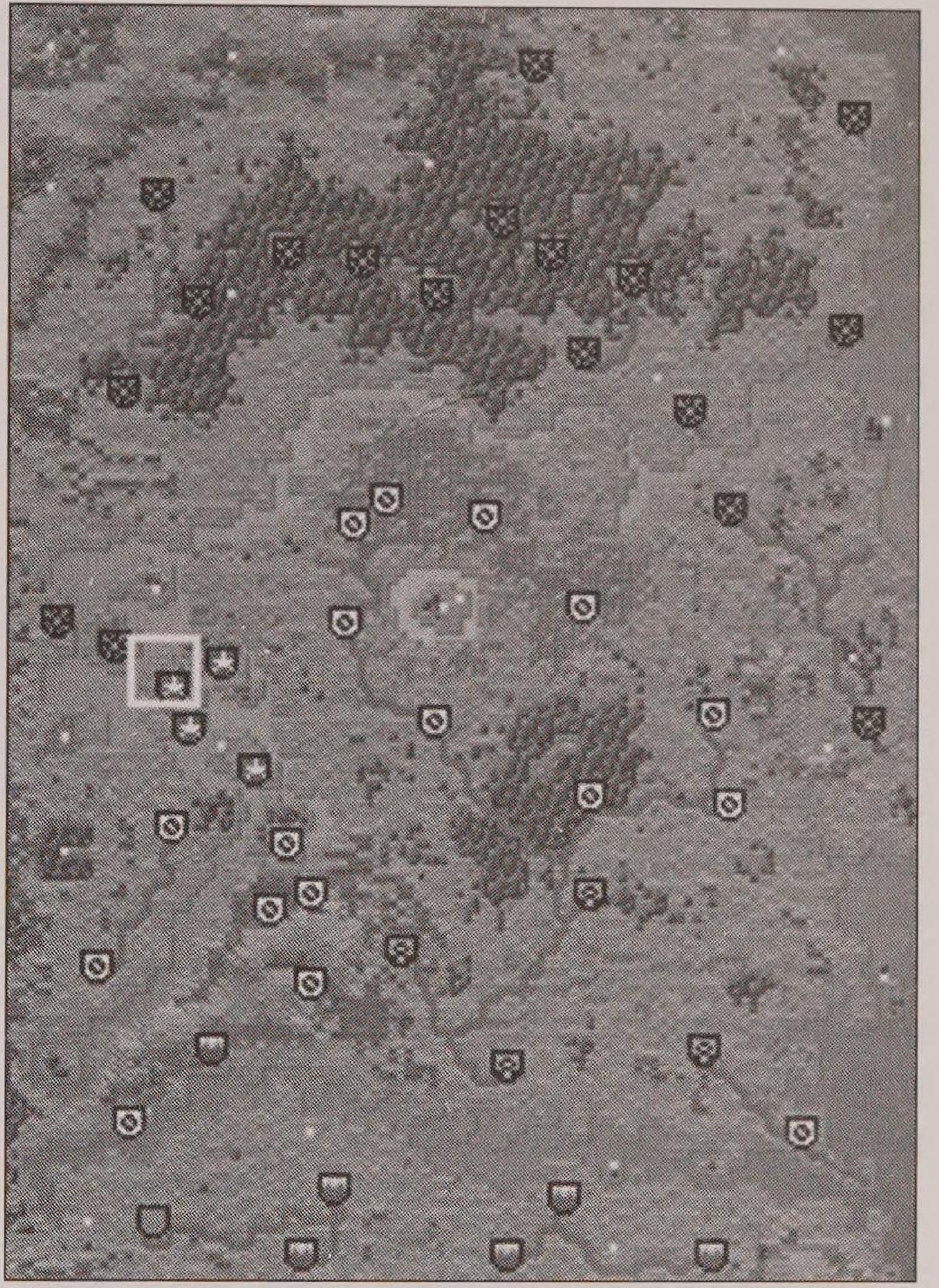


Figure 2-52. *The strategic situation as of Turn 16.*

Turn 6

Claim Sea's Edge with the Worlock, start production of Light Infantry there, and head south toward Demon Port to rendezvous with the Hero.

Keep moving the other mobile units toward their targets.

Turn 7

Group the Hero with the Worlock outside Demon Port and invade the city. Start production of Iron Golems there, vector their production to Xyanulight, and then move the Hero in that direction as well. At Xyanulight, begin loading stacks into ships to be sent toward Chelport, on the west side of the map. Do not send Skeletons, because they'll have a more important task later. Move the stack from Predawn toward Chelport. Thus the long green line of troops starts off to conquer the south.

Turn 8

Start moving the stack at Pastol down to Xyanulight; do the same for new units as they appear. Send the new stack at Predawn south toward Chelport, and do the same for new units there as well. Also keep moving the stacks that will build in Xyanulight by boat in that direction.

Turn 9

Vector production from Silver Branch and Synulrow to Predawn, then from Sea's Edge to Demon Port. Continue moving mobile units.

Turn 10

Move all mobile units toward their destinations.

Turn 11

Continue moving all other mobile units as usual.

Turn 12

By now you should have two Skeletons at Xyanulight to group with the Hero there. Fly them south, toward Limulel, and declare war on Moon Shadow. This is the last turn on which to send new units toward Chelport. Cancel vectoring from all cities except Thonyhold, Arkwood, Sea's Edge, and Tree Sprite. There should be enough on the way to begin the job. Start building up armies in your cities to keep flying Moon Shadow units from taking them. The first units should reach Chelport and conquer it. Start production of Goblin Lords, then head southeast, toward Lynel.

Turn 13

The Hero reaches Limulel at last and claims it. Start production of Wood Scouts there and hold the city. Leaving it unguarded could mean you'd have to recapture it later. Send a stack from Chelport east by ship toward Zalbourne. Redirect any ships still on the river toward Mermaid and Sati, southeast of Zalbourne. The islands in this area must be taken for any invasion to succeed.

Turn 14

Send the Hero stack at Limulel, now that there is a new unit to guard it, southeast toward Thyrenel. As large numbers of units begin to build up in your cities, begin sending them southeast to the newly captured cities in the southwest.

Turn 15

The Hero reaches Thyrenel, conquers it, and starts production of more Wood Scouts. Zalbourne should fall to the approaching fleet, which will start production of Goblin Lords. Now that most of your cities are well garrisoned, vector production from Synulrow, Thornleaf, Thonyhold, and Predawn to Chelport. Similarly, vector production from Silver Branch, Synwood, Lyntree, and Demon Port to Zalbourne. It will take many turns for the first of these units to appear, so leave some units in these cities to protect them.

Turn 16

Send the Hero stack east toward Pulrath. By now, there should be another Skeleton at Xyanulight; send it to join the Hero. These will be the only powerful units at the Hero's disposal for some time. Naval units will reach and capture Mermaid, then start production of Spiders. These units will be invaluable in future battles, providing a combination of strength and quick production.

The Road Ahead

You now have cities on the southern continent, as well as secure cities on the western waterway. As vectored units appear on the west side, begin a slow push east and south, using powerful stacks led by the extra Heroes you will have attracted. Wars between the remaining enemies will weaken them, allowing you to move steadily forward to victory.

OVERVIEW: THE WELL

Cities: 30
Ruins: 10
Players: 6
Recommended for Solitaire Play: Sirians
Starting City: Knight's Keep

This map resembles a large bullseye. The center is a pool of water, surrounded by three rings consisting of normal ground, forest, and hills. Only three sets of roads exist: in the south, in the northeast, and in the northwest. Crossing open ground on foot makes for slow going, but allows you to attack a city that you couldn't attack by boat. The port cities of the Sirian's enemies have strong defenders, whose strength must be overcome by greater force. Elimination of the Hill Giants to the south within the first three turns allows the Sirians to start building stacks to the north for the invasion of cities to the northwest.

Turn 1

Start production of Archons in your capital, because strong units will give you a great advantage in the turns ahead. Send the Hero alone to the southwest, to conquer High Song and start production of Heavy Cavalry units.

Fly the Archon southeast to Home Song, claim it, and start production of more Heavy Cavalry. Then move both units to converge on Mountain Song, group them, take the city, and start production of Unicorns. Vector production from all three newly taken cities to Knight's Keep. Dividing the units at the start gives you the ability to conquer faster, hastening the demise of the Hill Giants.

Turn 2

March the Hero, grouped with the Archon, southwest to capture Change Song and start production of Minotaurs. Next, go east and conquer Sea Song as well, then start production of more Minotaurs. Declare war on the Hill Giants, because units will soon arrive within striking distance of their cities.

Turn 3

Send the Hero stack southwest to claim Witch Song, start production of Griffins, and then move southeast toward Summer Song, where the last Hill Giant unit is waiting to be eradicated.

Turn 4

Invade Summer Song and start production of Demons. Then take out their capital city of Giants Aerie, farther southwest. Start producing more Demons here. Send the Minotaur at Change Song southwest to garrison Witch Song. Move the Minotaur at Sea Song north to Knight's Keep. Vector production from Giant's Aerie to Knight's Keep. Vector production from Summer Song, Witch Song, and Sea Song to Home Song.

Finally, vector production from Change Song to High Song in preparation for an offensive to the northwest.

Turn 5

Send the Minotaur from Witch Song to group with the Hero outside West Song. Conquer the city, start production of Giants, and vector their production to High Song. This eliminates the Hill Giants from the game. Then move the stack toward Knight's Keep.

Turn 6

Move the stack already at Knight's Keep to sea, for a journey northwest toward the Ruins on the coast. The cities in that direction are the best choice for conquest, mainly for the armies they produce: Wizards at Witch Wind and Elementals at Elf Shore.

Turn 7

The naval stack reaches the Ruins and lands for a march northeast, toward Home Wind. Because of the lack of roads, this will take far more time than proceeding by boat to Elf Shore, but the defenders there would decimate this stack.

Turn 8

Continue moving the stack toward Home Wind. The Hero reaches Knight's Keep and holds, waiting for flying units to carry him northwest. Vector production from High Song and Mountain Song to Home Song, and from Summer Song and Witch Song to Knight's Keep. This will leave the southern cities unguarded, but approaching units will have a long trip, giving you ample time to prepare.

Turn 9

Keep moving the stack toward Home Wind. Group the Hero with Griffins from Home Song and Knight's Keep, then fly the stack toward Home Wind as well to ensure victory.

Turn 10

Send the new Archon from your capital toward Home Wind for reinforcement.

Turn 11

Move the Demon and the Unicorn that emerge at Knight's Keep to sea for a voyage to Elf Shore. Declare war on Elvallie, because the units will reach Home Wind on the next turn.

Turn 12

Group together all the units outside Home Wind and conduct an attack on the city. Conquer it and start production of Heavy Cavalry units, then vector production to the city from Summer Song and Giants Aerie.

At Knight's Keep, move the Griffon and Demon there out to sea, to rendezvous on the next turn with the naval unit near Elf Shore. Vector production from Mountain Song to Knight's Keep; move the Unicorn from Home Song there as well, to create another strong stack for shipment to Elf Shore on the next turn.

Turn 13

Group the naval units outside Elf Shore and conquer it; then start production of Elementals. This will be a costly battle, but a necessary one nonetheless. Move them one more space into the city to get them out of the boat. Send all units at Knight's Keep to the sea, for a trip to Elf Shore. Move Minotaurs from Home Song and Giants from High Song to Knight's Keep. These units will ship out for Elf Shore on the next turn, strengthening that city's defenses.

The Road Ahead

From this point, continue shipping units from Knight's Keep to Elf Shore. By now, you should have another Hero to send to Elf Shore as well. Use the stacks to drive northeast and take Mountain Wind, then Witch Wind, to produce Wizards. The great movement and good strength of these Wizards will be an asset in future attacks.

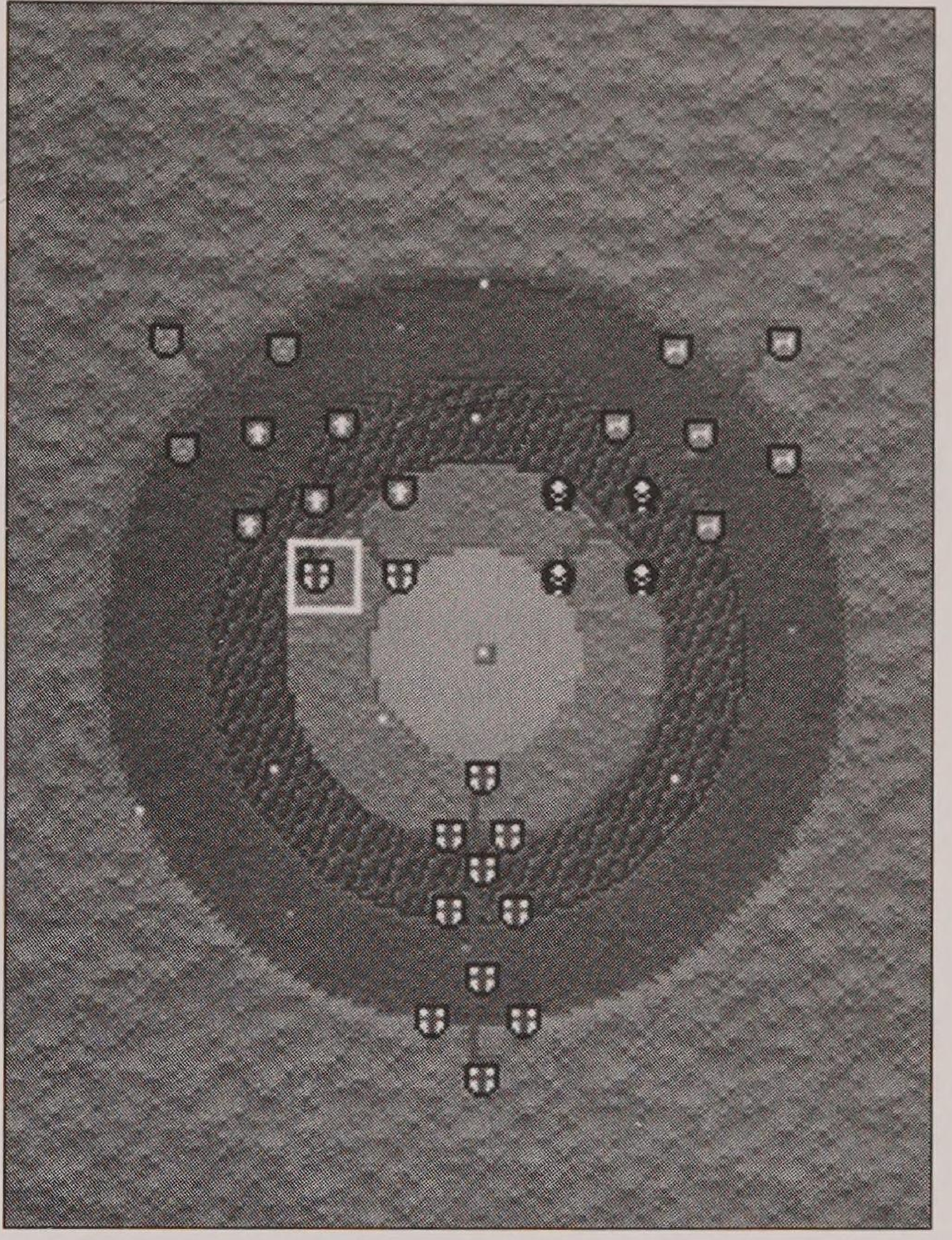


Figure 2-53. *The strategic situation as of Turn 13.*

Beware Lord Bane, who may have the same thing in mind. After capturing Witch Wind, give it a strong garrison to protect it. Next, begin a cleanup operation to eliminate the rest of Elvallie and the Dwarven forces. Once this has been done, move the same large stacks by land eastward, toward Lord Bane. Though it takes longer, these forces will have much better odds than they would if they were fighting from boats. They will also have the option of hitting a weaker city before they make a play for Evil's Retreat. The conquest of Evil's Retreat allows production of Devils, a powerful force in this scenario. If the leftover forces do not surrender, crush them as usual.

OVERVIEW: TRANSYLVANIA

Cities: 100
Ruins: 39
Players: 7
Recommended for Solitaire Play: Hellenes
Starting City: Athinai

This scenario poses several geographical challenges. Two separate mountain ranges basically cut the map into three segments. Though the mountains can be traversed through a few passes, the going is slow. Movement through these areas is sometimes best left to flying units. As if the mountains were not bad enough, a large lake divides the southern half of the map. Starting the game as Hellenes allows you the luxury of many unowned cities to the north and east, along with protective mountains to the north. A coast road also offers faster access to several key cities.

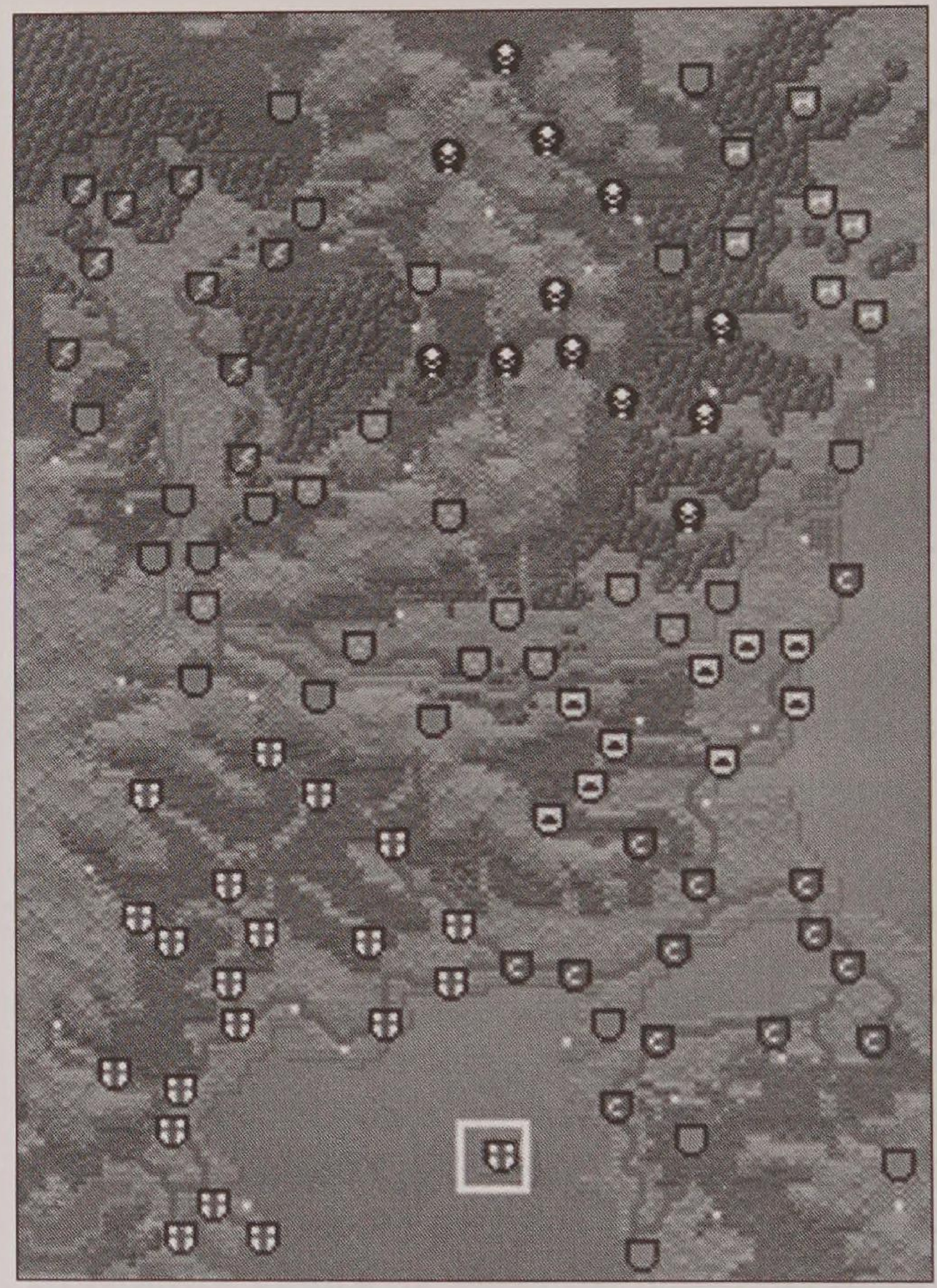


Figure 2-54. *The strategic situation as of Turn 10.*

Turn 1

Start production of Trolls at your capital. Send your starting Troll northwest to take Marathon and start production of Pikemen, then continue southwest to Corinth. Move your Hero northwest to the Ruins, plunder them, and continue in the same direction toward Thrikrebowl.

Turn 2

Conquer Corinth with the Troll, start production of Pikemen, and then head back toward Athinai. The Hero reaches Thrikrebowl, takes it, and starts production of Light Cavalry units. Next, move north to capture Pasbowl and start production of Men at Arms, then continue on toward Synallight.

Turn 3

Move the Pikemen from Marathon to Thrikrebowl, then wait.

March the Hero on to take Synallight, start production of Scouts, and then continue north and conquer Masirtop. Start production of Men at Arms there, and with the Hero's remaining movement, head northeast toward Xyanrock.

Turn 4

At Athinai, group the Trolls and board a ship to sail toward the island city of Lesvos. Vector production from Athinai, Marathon, Corinth, and Thrikrebowl to Masirtop. Vector production from Pasbowl to Synallight. Move the stack from Thrikrebowl north to Pasbowl, then veer west and conquer Selorstone. Start production of Foot Soldiers and vector their production to Synallight. Then move the units in Pasbowl to Synallight as well. Claim Xyanrock with the Hero, start production of Pikemen, and continue moving northwest toward Tarat.

Move the Men at Arms at Masirtop south to join the stack at Synallight, then march the group east toward Xyanaport.

Send the Pikemen at Corinth to the sea for a voyage northwest, to Xyanaport.

Turn 5

The Hero reaches and claims Tarat and starts production of Goyneurs, then continues southwest, toward Narheim. Combine units from Masirtop and Synallight, then march them east toward Xyanaport.

Turn 6

Claim Xyanaport with the naval Pikemen and start production of Goyneurs. The stack to the west of Xyanaport should move north, toward Arkrock. Direct all units along the coast road toward Masulport. The Hero reaches and conquers Narheim, starts production of Foot Soldiers there, then marches on to Thyrorhorn, claims it, and starts production of Men at Arms. Next, continue north toward Thriktirock. Send units from Synallight, Masirtop, and Xyanrock toward Tarat. Vector production from Thyrorhorn and Narheim to Xyanaport.

Turn 7

Sail the Trolls into Lesvos and conquer it, start production of Succubi, and leave them there to hold the city. At Arkrock, invade the city with the nearby stack and start production of Goyneurs, then continue northeast, toward Jadel. Units from the coast road reach Masulport on this turn. Group them and lay siege to the city, start production of Goyneurs, then march north toward Jadither. Send stacks from Synallight and Masirtop to Masulport. Vector production from Xyanrock, Synallight, Masirtop, and Tarat to Masulport as well.

Turn 8

Jadither falls before the stack nearby, which starts production of Harpies. Continue marching southeast, toward Imullin.

Send units from Masirtop and Synallight toward Xyanaport.

Declare war on the Muslim Turks.

Turn 9

Send more units from Masirtop and Synallight toward Xyanaport.

Move the stack from Masulport to the east, reinforcing the forces outside Imullin. Near Jadel, move the stack in and claim the city, start production of Foot Soldiers, and then continue southeast, toward Imullin. Claim Synithtol with a nearby stack and start production of Men at Arms. At Xyanaport, move the stack to sea for a voyage toward Ulismus. Vector production from Arkrock and Selorstone to Masulport, then from Pasbowl to Xyanaport. Then vector production from Athinai, Marathon, Corinth, and Thrikrebowl to the city of Lesvos.

Turn 10

Build the best possible stack at Xyanaport and board ships for a voyage southeast, to Narway. The Hero arrives at Thriktirock. Group with Pikemen and conquer the city, start production of Knights, then continue southeast, toward Imullin. Group units at Synithtol, march them northwest, and claim Masirdown. Start production of Men at Arms, then continue toward Imullin. Send stacks from Synallight and Masirtop east, toward Imullin. Group the remaining units at Masulport and board a ship for a voyage to Ulboorne. Vector production from Masirtop to Jadither.

The Road Ahead

From here, continue your push east and wipe out the Muslim Turks. By now you should have a second Hero, and possibly a third soon. Seize the cities on the south side of the river to the north and fortify them. Once the Muslim Turks are no longer a threat, begin a push up the east coast. At the same time, drive up the western edge of the map. Take your time and fortify the cities you capture. Once you have a few powerful stacks, sweep in from east and west—your foes should sue for peace in short order. If not, their fate is sealed.

OVERVIEW: TRUCKS

Cities: 88

Ruins: 34

Players: 8

Recommended for Solitaire Play: Tract Homes

Starting City: Los Angeles

This map, from the names on it, appears to be set in California. This is fitting for a scenario built around vehicles. The map itself is large, but most of the cities are concentrated in a horizontal line from northwest to southeast. The entire southwestern section of the map consists of water, with only one city on an island in the center of the water. As you would expect, a vast network of roads connects the cities, providing rapid movement between them. Tract homes give the player a central location, providing the ability to quickly seize many cities while driving for the coast. Capturing the coastal cities is important to eliminate the risk of invasion from the sea.

Turn 1

At your capital of Cerritos, start production of Buses.

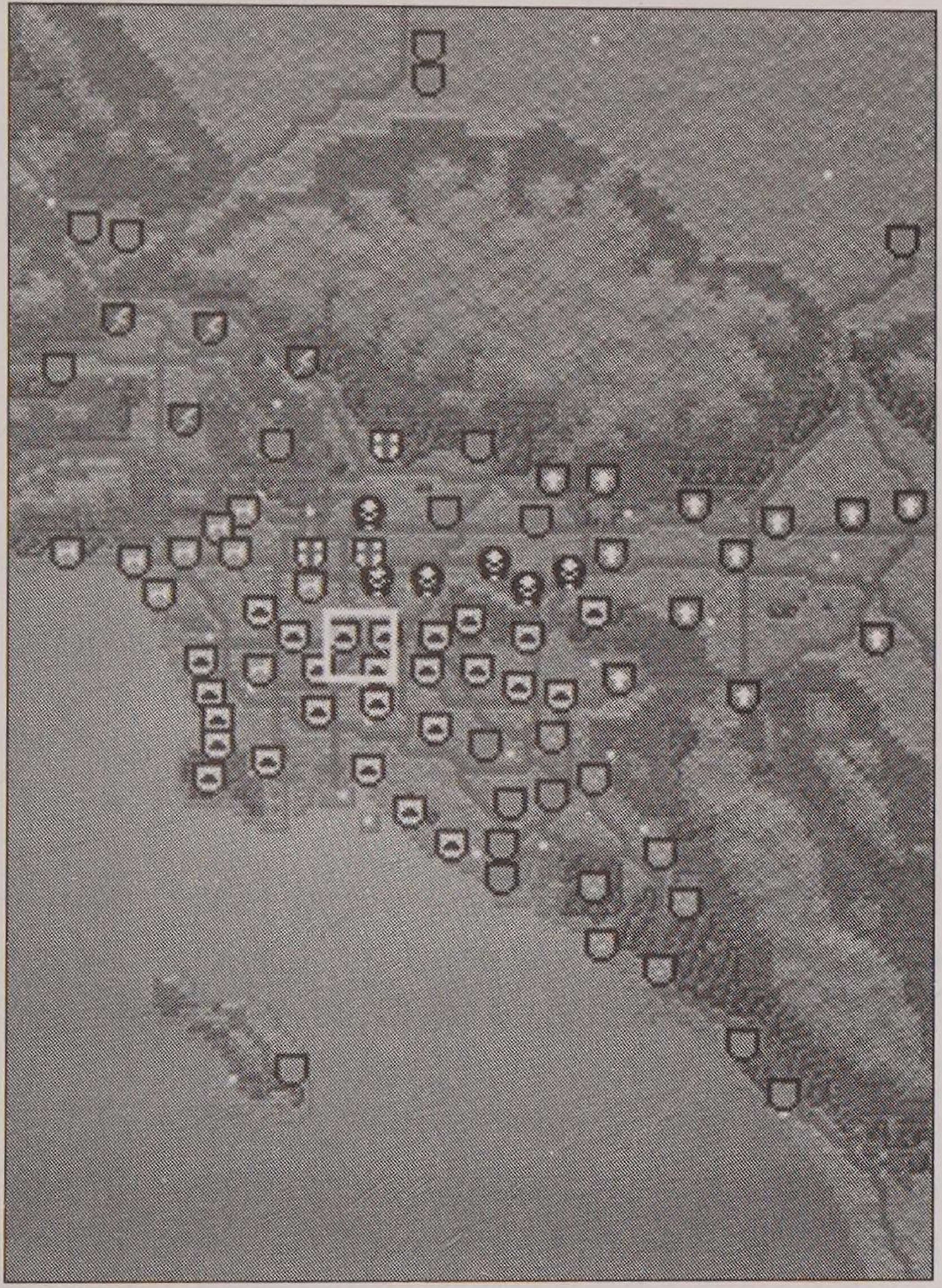


Figure 2-55. *The strategic situation as of Turn 10.*

Group your Hero with the starting Bus and head north to take Santa Fe Springs. Start production of Steamrollers there. Send the Hero southwest to claim Lakewood alone and start production of Foremen there. The Bus goes west to infiltrate Downy and train Workers.

Turn 2

Group the Hero and the Foreman at Lakewood, then head west to claim Carson. Build loaders, then continue north, toward Compton.

At Downy, group the Bus and the Worker, head west to claim South Gate, and start production of Bulldozers. Then roll southeast and claim Bellflower for the training of Workers.

Turn 3

Capture Compton with the Hero, start production of Mixers, then go northwest and claim Watts, training Workers there. Next is Inglewood, to the northwest, where more Workers are trained before you move southwest, toward El Segundo. Direct all remaining units east to Buena Park and lay claim to it, training Workers there as usual. Then head east, toward Fullerton.

Turn 4

Take the Hero to search the Ruins outside El Segundo, then capture the city. Start production of Tank Trucks there, then continue southeast, to Manhattan Beach. Back at Fullerton, claim the city and start production of powerful Light Planes there. Next, head for Placentia and take it over to start production of Buses. At Cerritos, roll the Bus northeast and seize Whittier; start production of more Foremen.

Turn 5

Send the Hero to capture Manhattan Beach and train Foremen. Roll southeast and claim Hermosa Beach; start production of Pickups, then keep moving south, take Redondo Beach, and start production of Blimps there. With the Hero's remaining movement, go southwest, toward Palos Verdes. Vector production from South Gate, Santa Fe Springs, and Compton to the city of Carson. Next, vector production from Lakewood to South Gate and Whittier to Santa Fe Springs.

Turn 6

The Hero can claim Palos Verdes to start production of Bus units, then continue southwest by water to Avalon. Group the Buses at Placentia, then go north to claim La Habra and start production of Mixers there. Declare war on Refinery.

Turn 7

Roll the Bus at Cerritos south, then capture La Pama to train Workers. At Carson, group two units and advance southwest to San Pedro, then take it over to start production of Tank Trucks. From La Habra, drive the Bus northeast, take over Diamond Bar, and start production of Graders there.

Turn 8

Fly the Light Plane from Fullerton southwest, capturing Seal Beach; start production of Pickups there. At San Pedro, move the Steamroller toward Long Beach, then bring units down from Carson to group with it.

Bring three units from Watts to El Segundo. Move four units north from Buena Park to Whittier. Vector production from El Segundo to Seal Beach.

Turn 9

Fly the Light Plane at Seal Beach to join the stack outside Long Beach and claim the city. Start production of Tank Trucks there. Then move the surviving units south to Seal Beach. At La Habra, move the Mixer south to cover Fullerton.

Turn 10

The Light Plane at Seal Beach flies southwest to join the Hero stack outside Avalon. Move the remaining units at Seal Beach to the southeast, overthrow Huntington Beach, and start production of Buses there.

Fly the Blimp from Redondo Beach to Hawthorne.

The Road Ahead

From here, take all the neutral cities to the south, then declare war on the Condos. Keep the northern outposts well defended and let your opponents weaken each other. Once you own the south, drive your men and machines north to capture the remaining ports, then sweep to the northeast and finish off the rest.

OVERVIEW: TWIN TOWERS

Cities: 22

Ruins: 15

Players: 3

Recommended for Solitaire Play: Fire Mage

Starting City: Fire Throne

The map for this scenario represents two castles, one to the north and the other to the south. The castles are connected by a narrow strip of land with vast expanses on either side. This land between them is home to a third force, which will be caught between a rock and a hard place when things start to heat up. In the waters to the east of the map is an island with a single city on it. This city produces Dragons, the most powerful units in this army set. Beginning the game as Fire Mage provides you with one more nearbly unowned city than Ice Mage. The capture of the surrounding cities is your first priority, but the capture of Dragonpriest, the island city, is a very close second. Its Dragons will be strong allies when you lay siege to Ice Mage.

Turn 1

At your capital of Fire Throne, start production of Wizards.

Send your Hero alone to the Ruins of Fire Hoard to the west, plunder them, then return east toward another Ruin. Direct the Wizard to West Guard to claim it and start production of Dwarves there. Then capture East Guard and start production of Dwarves there as well. Next in line is Garrison, to the northwest; start production of more Dwarves after taking it. With the Wizard's remaining movement, set out for NW Tower.

Turn 2

The Hero reaches and plunders the Ruins of Fire Crown, then travels north toward Riders. NW Tower falls to the Wizard, who starts production of even more Dwarves there. Now head for NE Tower.

Turn 3

Capture NE Tower with the Wizard. Start production of more Dwarves there, then head for Riders. Continue moving the Hero in that direction as well, to rendezvous on the next turn.

Turn 4

Group the Hero with the Wizard to take Riders and start production of Griffins there. Send the Wizard back to Fire Throne. Move all other units to the north opening of the fort.

Turn 5

Send the Hero to the north gate of the fort to join the others.

Group the Wizards at Fire Throne and head south to Fire Well. Capture it and start production of Elementals there. Then direct the Wizards to the north gate. Vector units from Fire Well to Riders.

Turn 6

Both opponents declare war on you, so watch for enemy units entering the fort. If they do, surround and destroy them on the next turn. Continue moving units to the north gate of the fort.

Turn 7

Mass troops at the north gate. Vector troops from West Guard to NW Tower, and from East Guard to NE Tower.

Turn 8

Move units from NW Tower south to SW Tower. Send Wizards to Dragonpriest. They will have to go through the central gatehouse to reach a seaport, but their superior movement will get them through.

Turn 9

Move units from NE Tower to SE Tower. Send the Wizard from Fire Throne to join the others at Dragonpriest.

Turn 10

Continue grouping units at the north gate until you have a strong stack, commanded by the Hero.

Turn 11

Units reach and take SW Tower; start production of Dwarves as usual, and immediately vector their production to NW Tower. Then send the attacking units to the north gate. Begin moving these units north.

Turn 12

Units reach and conquer SE Tower. Start production of Light Infantry here and vector their production to NE Tower. Then return the attacking units to the north gate.

Turn 13

Move the Wizard from Fire Throne north, to group with the Hero. Use this stack to destroy any enemies coming south. Send the Elemental from Garrison north to replace the Hero, who goes to join the Wizards at Dragonpriest.

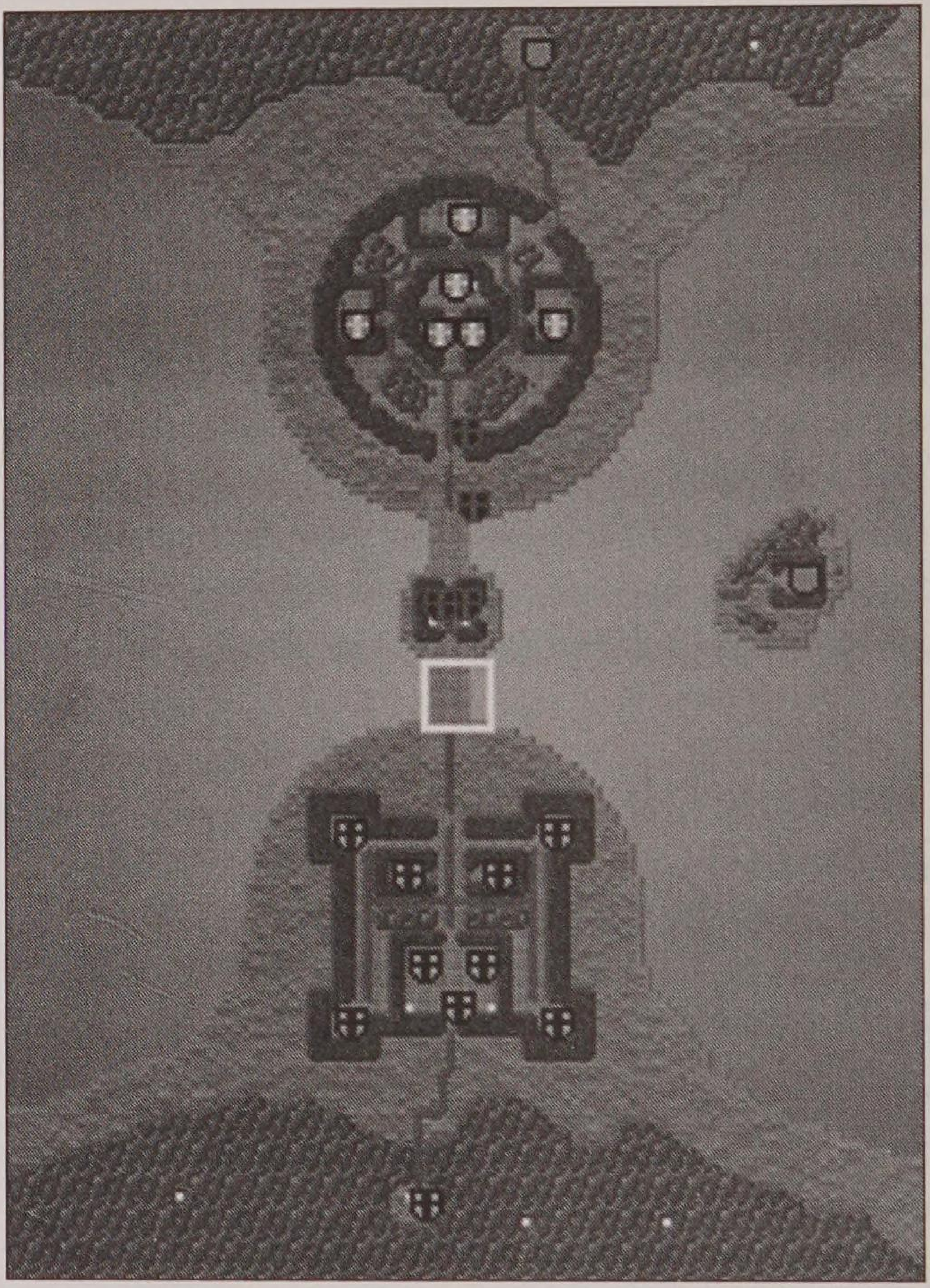


Figure 2-56. *The strategic situation as of Turn 13.*

The Road Ahead

From here, continue moving units north and attack Gate Keeper. Conquer Dragonpriest and wait for the first Dragon. Group the Dragon and any surviving units with the Hero to attack the northernmost occupied city. Then simply close in from the north and south. In the face of such overwhelming force, the enemy is sure to fold quickly.

OVERVIEW: WAR OF POWERS

Cities: 55

Ruins: 27

Players: 6

Recommended for Solitaire Play: Freelanders

Starting City: Terra

The positioning of Freelanders in this scenario makes them the obvious choice. Located just south of the center of the map, they reside in the middle of a large group of unowned cities, with no enemies nearby. The roads and waterways close at hand allow speedy movement, which translates into easily captured cities and gold. Expansion must take place in all directions to secure the southern end of the map in preparation for a grueling campaign through the mountains and forests of the north.

Turn 1

Start production of Pegasi at Terra, then move the Hero northeast alone to capture Syluel. Start production of Wizards there, then continue west to Arkaus and conquer it as well; start production of Fighters there.

Next, direct the Pegasi southeast and claim Selsail; start production of more Fighters there. Continue east to Arkremouth, claim it also, and start production of Archers before sending the Pegasi back toward the Hero.

Turn 2

Vector production of units from Syluel to Arkremouth, and from Arkaus to Selsail. Group the Pegasi with the Hero and fly north to Pastin. Seize the city and start production of Fighters, then direct the stack east toward Synaxhome.

Turn 3

Capture Synaxhome with the Hero and start production of Archers there. Then continue east to conquer Pyralax, start production of Foran Folk there, and proceed south toward Freemouth. Assemble units from Selsail and Arkremouth at the bridge between the two cities, then advance the stack southwest toward Farurow.

Turn 4

Claim Farurow and start production of Giant Bats there, then march the stack northwest toward Limpel. Capture Freemouth and start production of Fighters.

Fly the new Pegasi unit from Terra southeast toward Masratop.

Head due east to Gar Neheim, on the edge of the map. Vector production from Selsail, Arkremouth, Syluel, and Arkaus to Pastin.

Turn 5

Capture Masratop, start production of Death Knights there, and march toward Hope.

Combine units from Pastin and Synaxhome to conquer Origin; start production of more Fighters. Send the Giant Bat from Farurow to Limpel to wait for advancing units.

Turn 6

Seize Hope and start production of Knights there, then continue northwest to Ulrawright. Claim Limpel, start production of Archers, and march northwest toward Narirheim. Vector units from Forurow to Origin; units from Pastin should come north to fortify it.

Turn 7

Capture Gar Neheim, start production of Giant Bats there, then head southwest to Tarurock. Masratop was captured by the Goruntians without a fight, but Pegasi from Terra and Hope group and retake it.

Group units near Pastin. Send three units from Origin westward, to Treaty.

Turn 8

The Hero reaches Tarurock, seizes it, and starts production of Dwarves there. Head northwest, toward the City of Gold. Group Pegasi outside Masratop, capture it, and start production of Skeletons, while the survivors march north to Origin. Units arrive at the walls of Narirheim, take the city, and start production of Fighters there.

Turn 9

Send two Wizards from Pastin to join the units marching toward Treaty. The Hero reaches the City of Gold, captures it, and starts production of Death Knights. Send Knight(s) from Hope by sea northwest, toward Ultrawright.

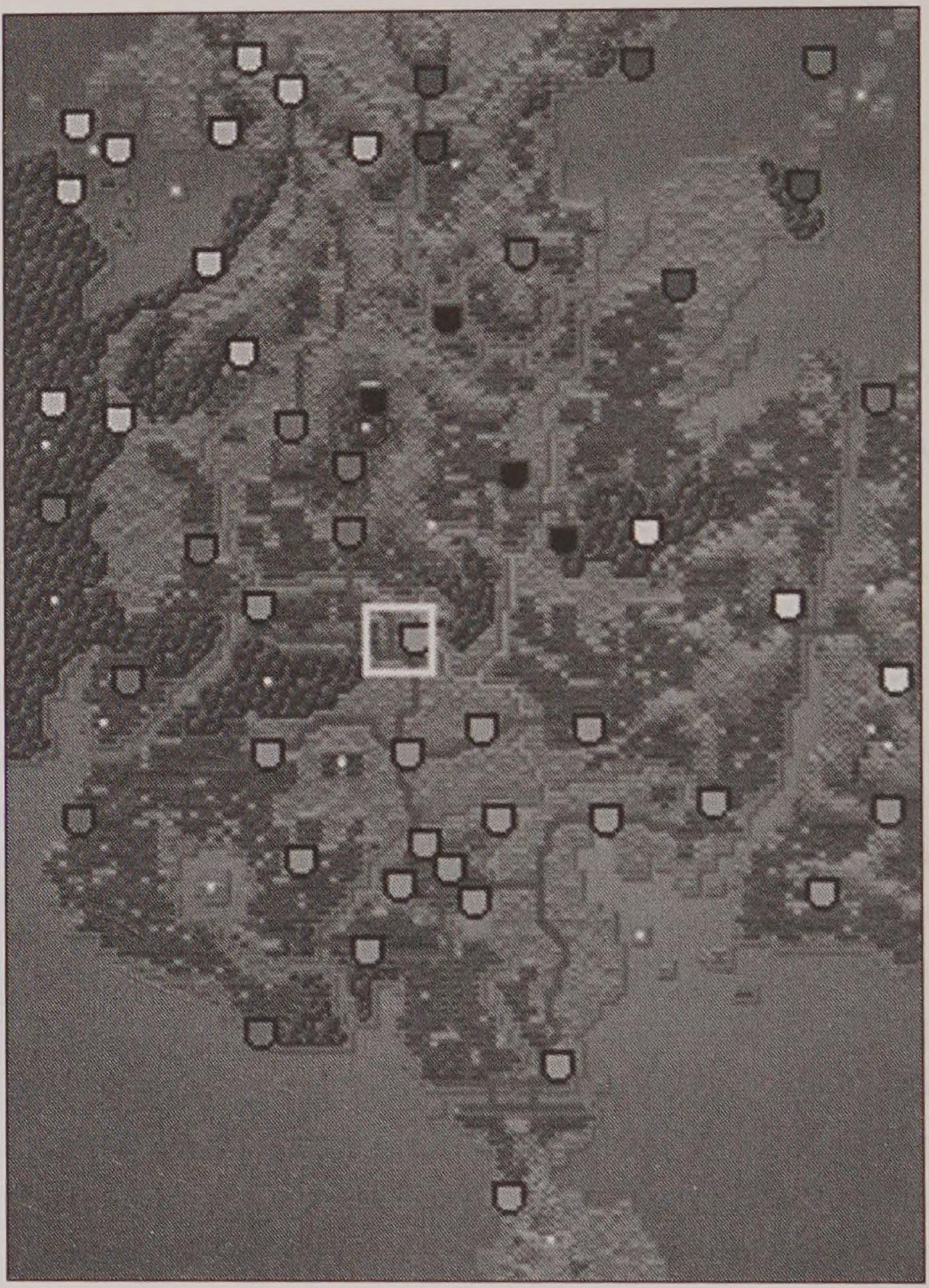


Figure 2-57. *The strategic situation as of Turn 10.*

Turn 10

Units reach Treaty and capture it, then start production of Dwarves there.

Fly the Pegasi from Terra to join the Hero at City of Gold; vector production from Masratop and Hope there as well.

The Road Ahead

At this point, most of your enemies are busy fighting someone. Sweep up the east side of the map, by boat, to crush the Goruntheans, then marshal your forces for a slow, bloody advance northwest against the remaining opposition. Keep your forward cities well fortified. The use of ships will speed victory; ships can also be used to block the waterways, preventing the entry of unwanted visitors into the Freelanders' realm.

OVERVIEW: WARTHOGS II

Cities: 26
Ruins: 11
Players: 4
Recommended for Solitaire Play: Black Boars
Starting City: Black Pool

This scenario looks simple at first, but the mountains create a maze that limits move-ment. Two cities are your keys to victory: Hole in Wall and Rock, both of which are capable of producing Razorbacks. These units will provide the extra power you need to decimate the other three players. Speed is essential, since there are few cities to share. The Black Boars provide the best starting position, since the nearby city of Hog Corner I allows both beginning units to attack before splitting to continue the conquest. Other than this, all players have similar positions and advantages.

Turn 1

Start production of Tapeworms at the capital city of Black Pool. Group the Hero with the Tapeworm, move northeast, capture Hog Corner I, and start production of Liver Flukes there.

Turn 2

Send the Tapeworm from Hog Corner I east to take Hog Corner II; begin turning out Ticks. Then have the Tapeworm move northeast, toward South Pigodrome. Group the Hero with the Liver Fluke and set them on a path leading north to Muddy Pass.

Turn 3

Seize Muddy Pass. Initiate production of Sows, then begin the trek to Hole in Wall. The Tapeworm at South Pigodrome must wait for reinforcements. Bring the Tapeworm from Black Pool to Hog Corner, group it with the Liver Fluke there, then send them toward South Pigodrome.

Turn 4

Group all units around Hog Corner I and Hog Corner II and send them to South Pigodrome. Keep the Hero moving toward Hole in Wall.

Turn 5

Group all units at South Pigodrome and seize the city. After setting up production of Aeropigs, move the stack northeast, toward Rock. The Hero can now capture Hole in Wall and initiate creation of Razorbacks. Send

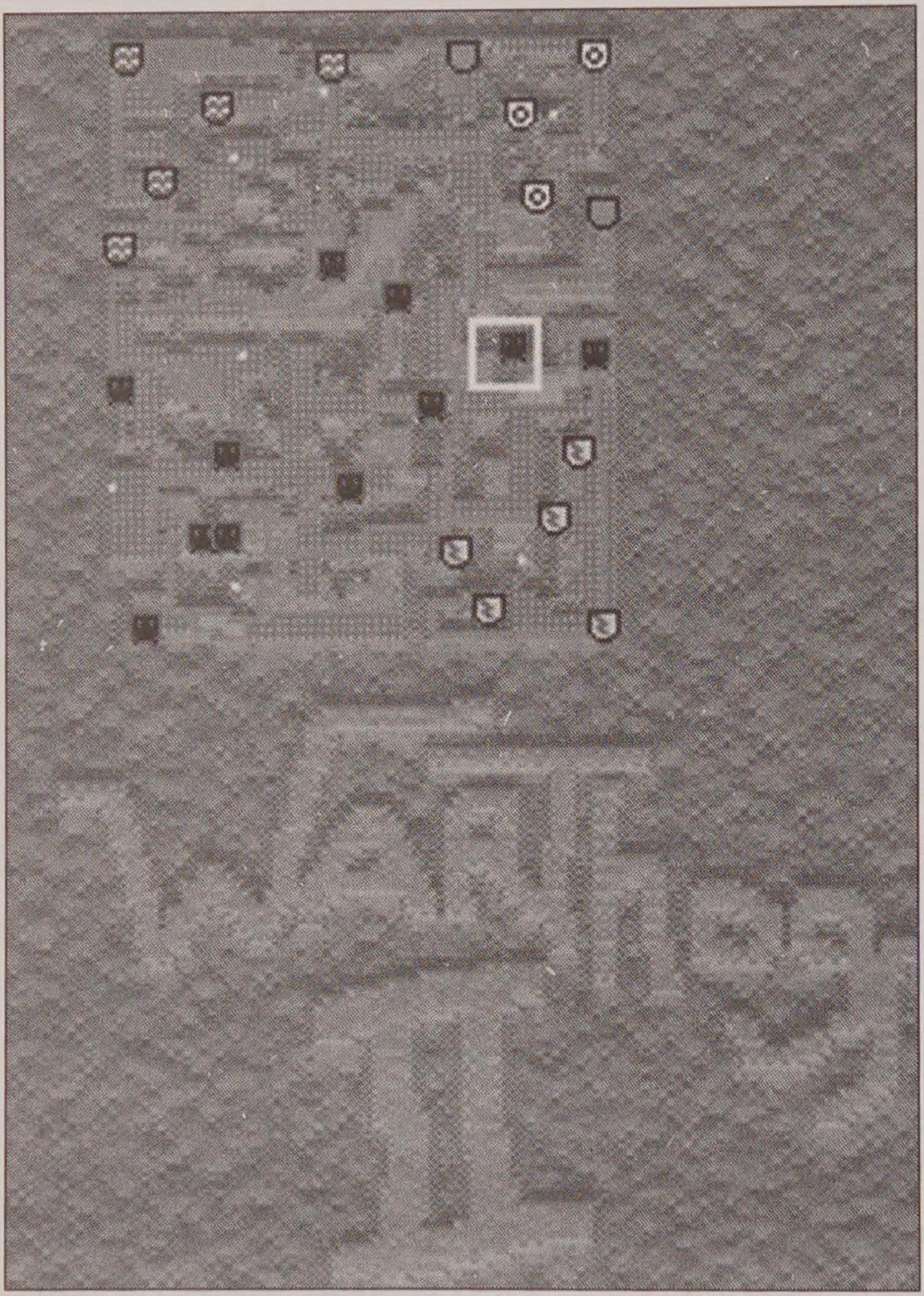


__Figure 2-58.__ The strategic situation as of Turn 10.

the Hero northeast, toward Fever Pitch. Vector production of units from Black Pool and Muddy Pass to Hole in Wall. Vector production of units from Hog Corner I to Hog Corner II.

Turn 6

The stack headed for Rock can now take the city and start production of Razorbacks. Continue the stack's northeast movement and move it toward Hard Place. Move the Sow from Muddy Pass and group it with the Hero, then send both on to Fever Pitch. Move the units from Hog Corner II east, toward Carrot Way.

Turn 7

The units from Hog Corner II can now take Carrot Way and start production of Pigs. Vector units from Hog Corner II to Carrot Way.

Turn 8

At the beginning of this turn, all three of the other players propose war, so it's time to take off the gloves. Capture Hard Place and commence training of Aeropigs. Bring the Hero stack up against Fever Pitch, then bring the Aeropig from South Pigodrome to join them. Take Fever Pitch and start production of Swine Flu.

Turn 9

Group all units at Hole in Wall and send them north, toward Bacon Way. Send the Hero stack across the lake to Flu Patch. Move the stack from Hard Place east, toward Near the Gate.

Turn 10

Capture Flu Patch and start production of Fever. Have the stack continue to Near the Gate and claim it, then start production of Sows.

The Road Ahead

By this point, the Black Boars will be far more powerful than any other player, perhaps even stronger than any two. Fortify the northern cities and set up "road blocks" in the passes to prevent unwanted visitors. Eradicate the Yella Hogs from the southeast corner of the map by attacking from the east and north. Then begin marching up the east and west sides of the map. In this way, the two remaining opponents may waste some of their units in battle with each other. It will also allow the Black Boars to create an ever-tightening ring around the remaining cities, ensuring your victory.

OVERVIEW: WATERLOO

Cities: 98
Ruins: 0
Players: 8
Recommended for Solitaire Play: Austria
Starting City: Wien

As you would expect, this scenario is set in Europe, so the terrain should be familiar. The Austrians provide the optimal starting point, with great opportunities to expand into the unowned cities to the southeast. In addition, their right side has the advantage of possessing mountains and forests to hinder aggressors. The Austrian position also provides ample access to waterways, both to the north and to the south. After you capture the local cities, a foray into Italy is essential. Many of the Italian cities provide access to waterways, allowing easier movement and a route to the southwest. After Italy falls, a combined land/sea attack to the southwest should secure the southern portion of the map for the Austrians.

Turn 1

From the Austrian capital at Wien, start production of Fusileers. Order your Hero to capture Salsburg and begin production of Foot Artillery, then send him toward Innsbruck. M. Antoinette should capture Linz and begin production of Fusileers. Send M. Antoinette on to capture Munchen and start making Flanquers. Start M. Antoinette on her way to Praha.

Turn 2

Order the new Fusileer unit from Wien, by boat, to Ljubljana. Next, send the Flanquer from Munchen to Zurich. Each of these units will require two turns to reach its objective.

Turn 3

Like the last turn, this one mainly involves positioning. Send the Fusileer from Linz to Trieste and the Fusileer from Wien to Bern. Set the Foot Artillery in Salsburg on its way to Venezia and start the Flanquer in Munchen toward Nancy. M. Antoinette will have reached Praha, which will fall easily. Begin production of Fusileers in Praha and send M. Antoinette on toward Ostrava.

Turn 4

The boat carrying the Fusileer will now have reached Ljubljana, where it will prevail and begin production of Musketeers before heading to Zagreb. The Flanquer from Munchen will also have reached his destination, Zurich; have him wait for reinforcements in the form of a Flanquer from

Munchen. Send the Fusileer from Wien to rendezvous with the Foot Artillery at Venezia. Guide the Fusileer from Praha toward Mannheim.

Turn 5

M. Antoinette will now be at the gates of Ostrava. After it has fallen, begin production of Fusileers, then send M. Antoinette on toward Mannheim. Your Hero can now overthrow Innsbruck, begin training Militia, and set course for Bologna. The stack outside Venezia can now conquer the city and train Militia before setting sail for Ravenna. Vector new units from Salsburg, Innsbruck, Wien, and Linz to Venezia. Group the two Fusileers just east of Innsbruck and send them toward Trieste. Send a Flanquer from Munchen toward Nancy, where he will wait for reinforcements.

Turn 6

Group the two Flanquers and one Fusileer unit outside Zurich and seize the city. After starting production of Swiss Guards, move to Bern and capture it also. At Bern, begin turning out Fusileers. The Foot Artillery can now land at Ravenna and claim that city, start production of Grenadier units, and then move toward Roma. Send a Musketeer from Ljubljana to reinforce the Fusileer unit outside Zagreb. Order the Militia from Venezia to Bologna, where they will wait for help. Move another Flanquer from Munchen to join the other one outside Nancy. Maintain garrisons at Ostrava and Praha while vectoring new units from both cities to Bern.

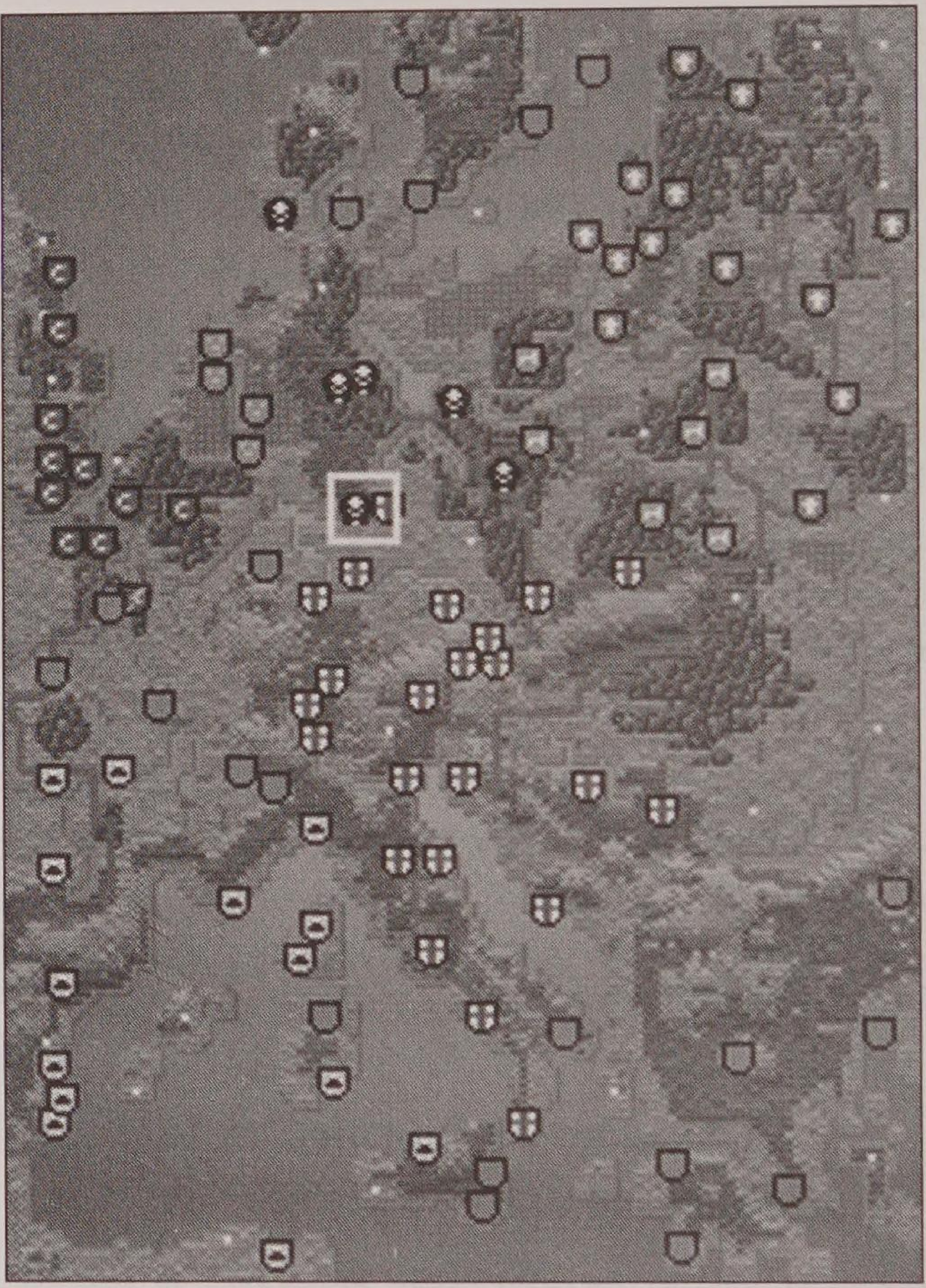


Figure 2-59. *The strategic situation as of Turn 10.*

Turn 7

Send the Flanquer outside Nancy to Reims. Group the three units at Venezia and route them to Debrovnik. Move the Foot Artillery from Ravenna into position to take Roma. When it falls, begin training Dragoons. Group the Flanquer and Fusileer units at Bern, then send them toward Milano. Send another Flanquer unit from Munchen to Nancy. The Fusileer unit will be within range of Mannheim, which will fall. Begin production of Fusileers here.

Turn 8

Group the units outside Zagreb, then conquer the city and start production of Hussars. Direct the conquering units to Sofiya. Order M. Antoinette to Frankfort. Group the Flanquers outside Nancy and hold. Group the Fusileers at Mannheim and send them toward Mainz. Fusileers can now take Trieste and start production of Militia. Vector units from Munchen to Bern and units from Ravenna to Roma. Group the units at Venezia and move them to support the units outside Bologna. The Foot Artillery from Roma can now lay claim to Napoli and start production of Fusileers. Vector units from Roma to Napoli. Use the units outside Bern to take Milano and start training Avant-Garde before continuing toward Grenoble, along with Fusileers from Bern. Vector units from Ljubljana to Napoli.

Turn 9

The reinforcements will now arrive at Bologna, hastening its defeat. Initiate production of Robespierres and vector them to Napoli before continuing to Reggio by sea. Group the Flanquers outside Nancy and capture the city. Set Nancy to the training of A. de-Camps, then move on to Reims. The Fusileers can now take Mainz and start production of Partisans. Order M. Antoinette to move toward Mainz. Group the units outside Milano, capture it, and start production of Avant-Garde before moving on toward Grenoble. Reinforce units outside Dubrovnik with Foot Artillery and Fusileers from Venezia. Vector troops from Venezia to Napoli. Send troops from Trieste, by boat, to Toranto. In this particular game, both Warsaw and Brunswick declared war on Austria during this turn, so the vectoring of troops from Ostrava and Parah was canceled to allow fortification.

Turn 10

Use M. Antoinette to capture Frankfort and start production of Marauders. Reinforcements will arrive at Dubrovnik and assist in the capture of the city. After beginning the production of A. de-Camps, set sail for Patrai. Group all units in Venezia and sail them to Catania. Reggio will now fall to the approaching army. After persuading them to train Avant-Garde, set sail for Ragusa.

The Road Ahead

Continue the drive to the southeast, seizing all the unowned cities in that direction. At the same time, begin a push to the west. When the number of unowned cities to the west begins to dwindle, declare war on Spain while moving troops into position for attacks on its weaker outposts, both by land and by sea. Begin building large stacks in the northern cities for defense, as well as in preparation for a push in that direction after Spain has been neutralized. Feuding between the northern opponents will help weaken them, but stay prepared and watchful for a major thrust in your direction.

Begin the northern campaign by moving up the west side of the map. The waterways you'll find here will speed troop movement, allowing quick victory. The forest on the east side will serve to slow any attackers from that section, but don't discount the possibility of their arrival. After the west side has fallen, begin advancing your forces to the northeast, crushing all who do not sue for peace.

OVERVIEW: ZULU

Cities: 80
Ruins: 40
Players: 8
Recommended for Solitaire Play: Boers
Starting City: Pretoria

The Boers are in a good position to seize southern Africa and they have easy access to the coast. Rapid expansion and the conquest of all the cities at the south end of the map will provide a powerful base and strong units for the inevitable expansion to the north. Care must be taken to garrison coastal cities. This will keep them safe from marauding units from the north. The use of waterways is essential for rapid movement, because much of the map is forested or has rough terrain.

Turn 1

In your capital of Pretoria, build Sabatoeurs. Send the starting Sabateours northwest, toward Livingstone. Move the Hero northeast, toward Bulawayo.

Turn 2

The Hero conquers Bulawayo, starts production of Artillery, then heads northeast, toward Beira. The Sabateour claims Livingstone, starts production of Fusileers, and continues northeast to take Lusaka as well. Start production of Irregulars there.

Turn 3

Send the Sabateour northwest to take Bukama and start production of Light Horse units before continuing northwest in the direction of Luanda. Vector production from Bulawayo, Livingstone, and Lusaka to Bukama.

Turn 4

Beira falls to the Hero, who starts production of Irregulars there. Next, board a ship for a journey northeast, to Majunga.

Turn 5

Move the new Sabateour from Pretoria southwest, toward Johannesburg. The Hero reaches Majunga and conquers it, starts production of Snipers, then sails west, toward Mocambique.

Send the Irregular at Beira to sea, to sail north and join the Hero on the next turn.

Turn 6

Group the units at Bukama and march the stack west toward Nova Lisboa. Declare war on the Zulus. Continue moving all other mobile units toward their destinations.

Turn 7

Group the Hero's ship with the Irregular, invade Mocambique, and start production of Mountaineers there. Then continue northwest, by land, toward Zomba. The stack marching on Nova Lisboa reaches it, takes the city, and starts production of Fusileers. The

Sabateour reaches Luanda, conquers it, and begins production of Dragoons. Vector production from Bulawayo, Livingstone, Lusaka, and Bukama to Nova Lisboa.

Vector production from from Beira to Mocambique.

Turn 8

Move the Sabateour to Johannesburg; start production of Stormtroopers, then continue south, toward Durban. At Luanda, move the other Sabateour south toward Lobito. Vector production from Pretoria to Mocambique.

Turn 9

The Sabateour near Durban reaches the city and conquers it, starts production of Sappers, then continues east, toward Port Elizabeth. The Hero takes Zomba, start production of Gattlings there, and moves northwest, toward Kalemie. The other Sabateour reaches Lobito and invades it, starts production of Irregulars, continues southeast, takes Benguela, and starts production of Guardsman units.

Turn 10

At Port Elizabeth, bring the Sabateour in to take the city and start production of Dragoons, then continue northwest, toward Cape Town.

Turn 11

Cape Town falls to the Sabateour. Start production of Scouts. With its remaining movement, send it north toward Windhoek.

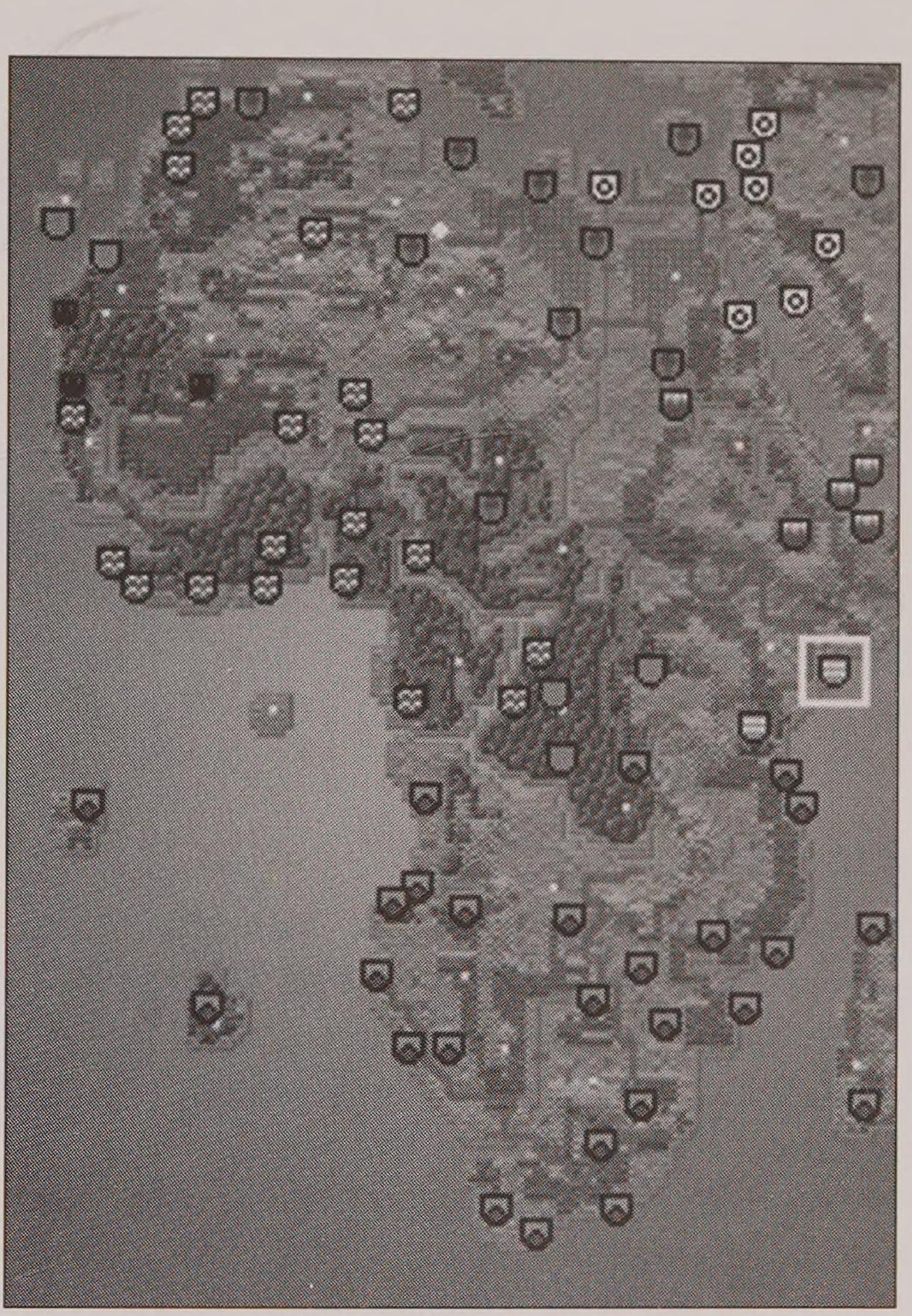


Figure 2-60. *The strategic situation as of Turn 18.*

Group the Dragoons at Luanda and board ship for a voyage southeast, toward St. Helena. At Benguela, move the Sabateour south, toward Walvis-baai. Vector production from Cape Town, Port Elizabeth, Johannesburg, and Durban to Beira. Send the Sapper from Durbin northeast, toward Mocamedes.

Turn 12

Group the units at Nova Lisboa and march then southwest, toward Mocamedes. Walvis-baai falls to the Sabateour, who starts production of Skirmishers.

Turn 13

The Sabateour near Windhoek reaches the city, conquers it, and starts production of Bomb units. Send the Hero outside Kalemie to the Ruins south of the city.

Turn 14

Create a stack with units at Walvis-baai and march them northwest, toward Mocamedes. Then send the Sabateour from Windhoek to meet them. Group all the units already outside Mocamedes, conquer the city, and start production of Witch Doctors there. Then sail the stack northwest toward Ascension. The Dragoons reach St. Helena, claim it, and start production of Gattlings before heading back northeast, toward Luanda.

Group the two Snipers in Majunga and send them south, toward Tulear. The Hero searches ruins of Simba's tomb, then continues north, toward Kalemie. Move the Gattling at Zomba north, to join the hero outside Kalemie. Vector production from Windhoek to Benguela.

Turn 15

Group units at Mocambique to board a ship and sail north, to Dar-es-Salaam. Then group units at Beira onto ships to head north toward Dar-es-Salaam.

Turn 16

The ship reaches Dar-es-Salaam, conquers it, and starts production of Sabateours. Send the stack at Nova Lisboa west, toward Benguela.

Group the Dragoons at Luanda with those outside in a ship, and prepare to sail north around the coast to Llebo, on the river.

Vector production from Zomba to Mocambique.

Turn 17

At Ascension, claim the city with the nearby stack and start production of Medics, then sail northeast, toward Brazzaville. Tulear also falls to a stack, which starts production of Emissary units. March the survivors back north, toward Majunga. Group the units at Majunga to embark on a voyage to Mogadishu. Do the same for units at Beira, to rendezvous with the ship from Majunga at Mogadishu. Create another naval stack at Lobito and aim them in the direction of Llebo, to the northeast. Vector production from St. Helena to Luanda.

Turn 18

Group the Hero with the Gattling unit outside Kalemie, conquer the city, and start production of Witchdoctors. Move units from Dar-es-Salaam to Mombasa, conquer the city, and start production of Cavalry. When the stack reaches Benguela, sail them northeast, toward Monrovia. Move the stack at Nova Lisboa toward Lobito.

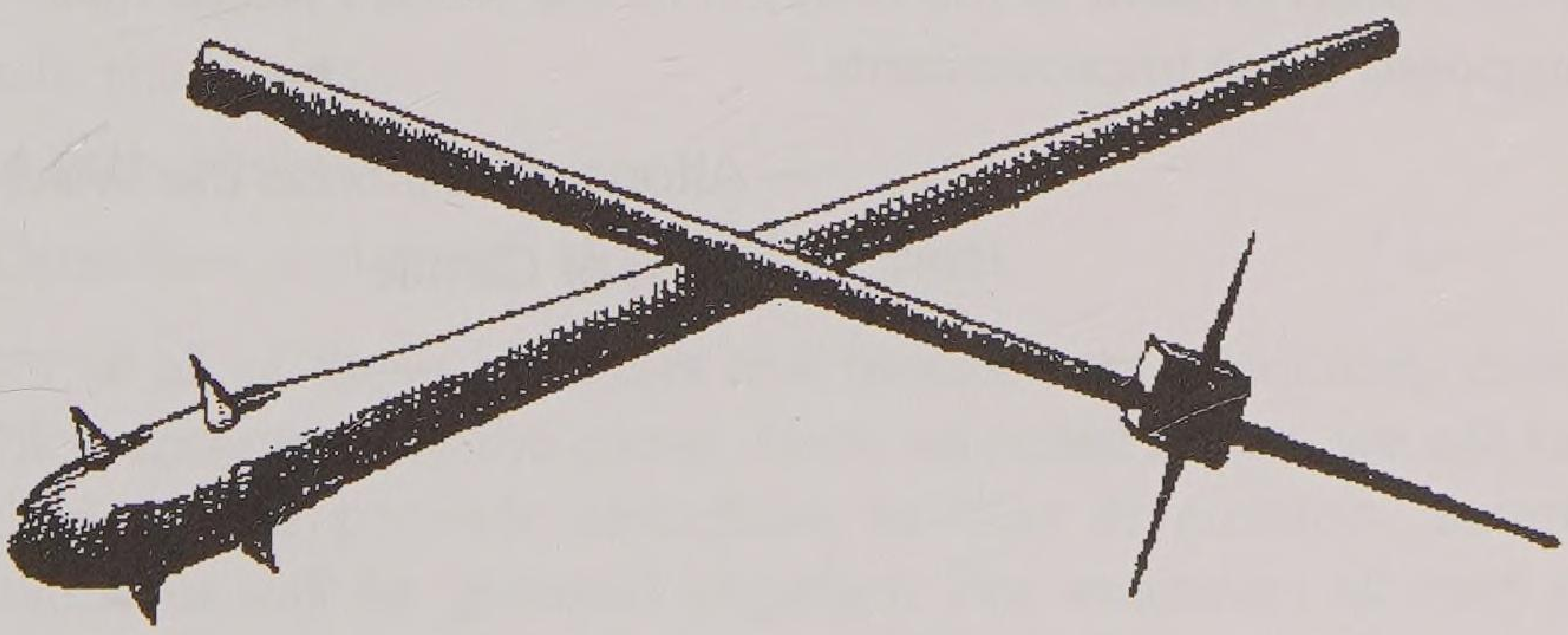
The Road Ahead

At this point, the Boers own all of southern Africa. Continue sending stacks north from the eastern coastal cities to capture the remaining port cities. This will protect the coast from naval invasion. Garrison each new city in this area before moving on so that roving stacks of enemy units can't simply walk in and claim them. From the coastal cities to the west, begin sending strong units by boat to take the ports to the north. With units from the central city of Kalemie, led by the Hero, conquer the cities in the forest. Then push due north with units from the new cities, as well as those along the coasts. Keep your coastal cities garrisoned to prevent capture by hostile raiders from the north. Movement to the north by land is slow because of the terrain, so use boats whenever possible. Steady movement and overwhelming force will will crush the life out of the northern opponents.

Thus ends a long and brilliant campaign, Warlord!

Part III

Building New Worlds



"Had I been present at the creation of the world I would have proposed some improvements."

— Alfonso X (Alfonso the Wise)
King of Castile

Although few may have stated it quite so boldly as Alfonso, no one could deny having felt this way at one point or another in their lives. To extrapolate that thought within the confines of our perspective, what gamer hasn't looked at one of their favorite titles and said, "Gee, I would have done it this way...?" Fortunately, SSG has met the needs and desires of these players via inclusion of a comprehensive scenario builder utility. If you feel as Alfonso did, simply make the improvements to one of the existing scenarios. If moving mountains still doesn't fulfill your godlike ambitions, create entirely new worlds. Be forewarned, however, that the mere act of creation is usually insufficient to keep the inhabitants of, and visitors to, your world happy. Herein, we will supplement the material provided in the game manual to help you develop a designer's perspective and create the best possible worlds for all to enjoy.

AN OVERVIEW

The *Warlords II Deluxe* Scenario Builder will allow you to do any or all of the following:

Create new scenario maps.

Edit existing maps.

Place, name and assign production to cities.

Place and name ruins and temples.

Place and edit signposts.

Place roads and ports.

Edit all army characteristics, including army graphics, names, combat strengths and bonuses, movement points and move bonuses, and build costs.

Create new army sets as separate entities for use in scenarios.

Edit city graphics and create city sets.

Edit hero names.

Choose and edit shield sets.

Edit Items and their attributes.

Edit Temple Guardians and assign strengths to them.

The mechanics of all of these functions and features are adequately covered in the documentation which accompanies the game. Here, as noted above, we will focus on the philosophy of design. To provide structure to that discussion, several of the aforementioned elements will be grouped together. For example, all map design and transportation issues will be handled under the heading of Terrain, and so forth. Before proceeding to even that level of detail, however, you must first understand the primary underpinning of every design, the audience.

Who is the Audience?

This question must be answered before the first tuft of grass is planted on your new world since it should guide every decision you make from this point forward. Is the scenario intended for play by newcomers to the *Warlords II* universe? If so, then you probably don't want to overwhelm them with a 100-city map with complex terrain that takes 10 hours to finish. Such a design might intimidate them to the point that they don't want to play the game. Use the KISS principle (e.g.: keep it simple, stupid) but ensure you make it challenging enough at their level to make it interesting.

Conversely, if you know your design is going to be played by masters of all the existing scenarios on the disk (as you yourself should be by this point), you want to spend some extra creative time looking for a unique way to challenge their prowess. This doesn't always have to involve large maps and grand quests. Sometimes a small scenario that has been superbly crafted and balanced is much more of a treat. You will see how these pieces come together in the sections that follow. For now, simply be aware that all of your design decisions must flow from this central consideration.

What is My Theme?

All of the best scenario designs have an underlying theme. This may come from history, such as in Chesciv, an abstract of the War Between the States; literature, as in Dante's *Inferno*; or purely from your imagination. The latter option, once you are comfortable with it, offers the greatest flexibility, but there are rules even there. Conflict is naturally at the heart of the game, and good stories must have conflict as well. What is the root of your conflict? Certainly, it is possible to create playable scenarios without

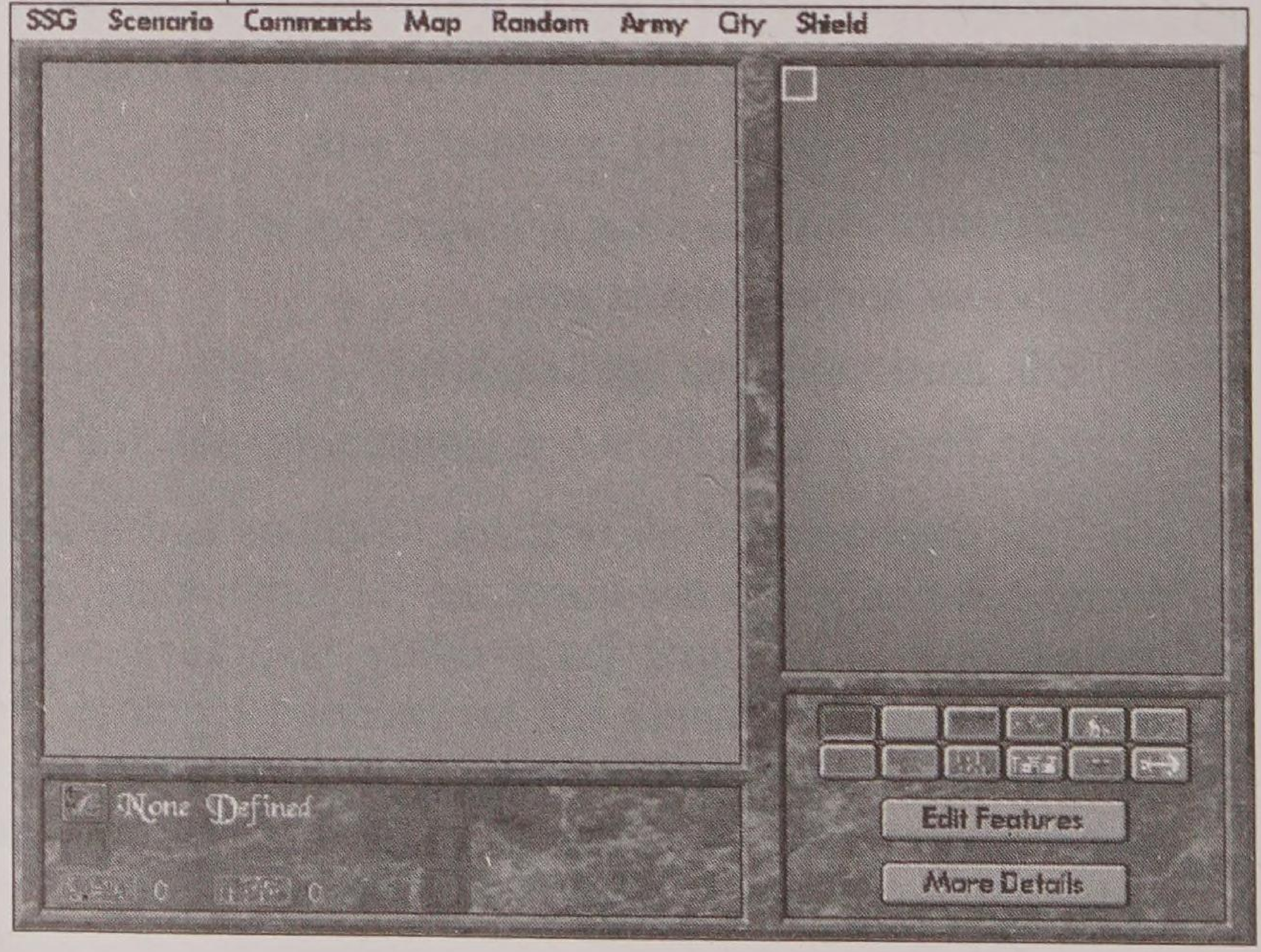


***Figure 3-1.** The opening screen of the Scenario Editor can be as daunting to a designer as a blank piece of paper is to a writer. To avoid wasting a lot of time, know where you want to go before you start.*

investing thought into the background story, but they are never as enjoyable to the end user as ones that allow them to use their imaginations in context to fill in the gaps between the battles.

This is easier to do with known settings or periods, as opposed to new fiction. For example, if you were to create a scenario based on Tolkein's writings about Middle Earth, anyone playing that scenario who had also read the works would appreciate details you might add that remain faithful to the original inspiration. Likewise, they would already understand the underlying conflict you have set out to depict. In a design based on new fiction, if your theme is clearly stated, each player will fill in their own unique interpretation of the details in their mind as they play the game. In essence, a little bit of extra effort on your part is perceived as a value added benefit by the players.

What Strategic Principles are You Illustrating?

Another aspect of good designs is that they illustrate certain strategic principles or situations. Although this is more difficult to achieve in *Warlords II Deluxe* than in some other products, it can be accomplished to a limited degree. To explain, let's assume that you want to show the importance of Mass and Concentration of Force, two very significant principles of war. You might wish to beef up all the neutral cities, particularly those close to each side's starting capitol, with strong armies that are difficult to defeat. This serves to slow the rate of expansion that players can enjoy and also forces them to invest the time to build strong stacks to take those cities.

As another example, you might wish to teach the principle of Security. One method of doing this would be to ensure that all sides have access to powerful flying units with long ranges from very early in the game. In this manner, each will be forced to garrison their rear areas more than normal because their enemies have the ability to strike swiftly and from a great distance. Again, these considerations are not mandatory, but the more of this type of thought that you put into a design, the more cohesive and enjoyable it will be for other players.

When these three questions have been resolved to your satisfaction, it is time to actually begin the design.

TERRAIN

The importance of terrain cannot be overemphasized. The lay of the land dictates so much of what will follow. For example, let's assume for a moment that you are designing a map based on the feature film *Waterworld*. Small specks of land holding a single city each are scattered over a vast ocean. Further, none of these islands is large enough for the attacking force to land and then conduct its attack. As such, all normal ground units must fight at their amphibious strengths. Here is a world where offensive power is minimized and defensive strength is maximized.

Now, what if you introduce units that can fly and fight at their normal strengths? All of the sudden, whoever has such units possesses a distinct advantage. Not only can these units avoid the turn delays associated with embarking and disembarking from boats (thereby increasing the rate at which they can explore or expand the empire), they also avoid the strength reductions associated with amphibious attacks. Obviously, whichever player possessed these assets would be in the best position to win the game.

Based on this line of reasoning, let's design a fictional storyline that incorporates a mystical island of unknown location. Let's place that island, and the winged creatures that inhabit it, in a remote location on the map. Further, let's put a port on that island so the player who finds it has a reasonable chance of winning a land battle against the powerful creatures there. (This encourages players to explore the land you have created.) Suddenly, just through the consideration of terrain, you have developed much of the story line for a good design, as well as some rough guidelines to use when building the army set. When you begin with a solid premise, everything else tends to fall into place.

The Importance of Chokepoints

Chokepoints are geographic features which tend to restrict or funnel movement through a certain area. Examples of common chokepoints include mountain passes, narrows in a body of water, bridges and so forth. If an enemy has no option but to go through the chokepoint in order to reach terrain on the other side, it is considered a "hard" chokepoint. If, on the other hand, the enemy can bypass the chokepoint at the cost of time and movement, it is considered a "soft" chokepoint. An example of the latter would be a road passing through a heavily forested area. Units need not travel on the road, but they sacrifice speed of movement and time by not doing so.

Good map designs will incorporate numerous chokepoints of both varieties. Place them between starting positions or in areas where one would expect the national boundaries to be at several turns into the game. As such, they will become features the player must consider in his planning. For example, if the only western approach to a given capitol is through a mountain pass, the owning player may wish to station units in that pass to guard against an enemy's approach while expanding to the east. Don't make all the player's choices for him, but give

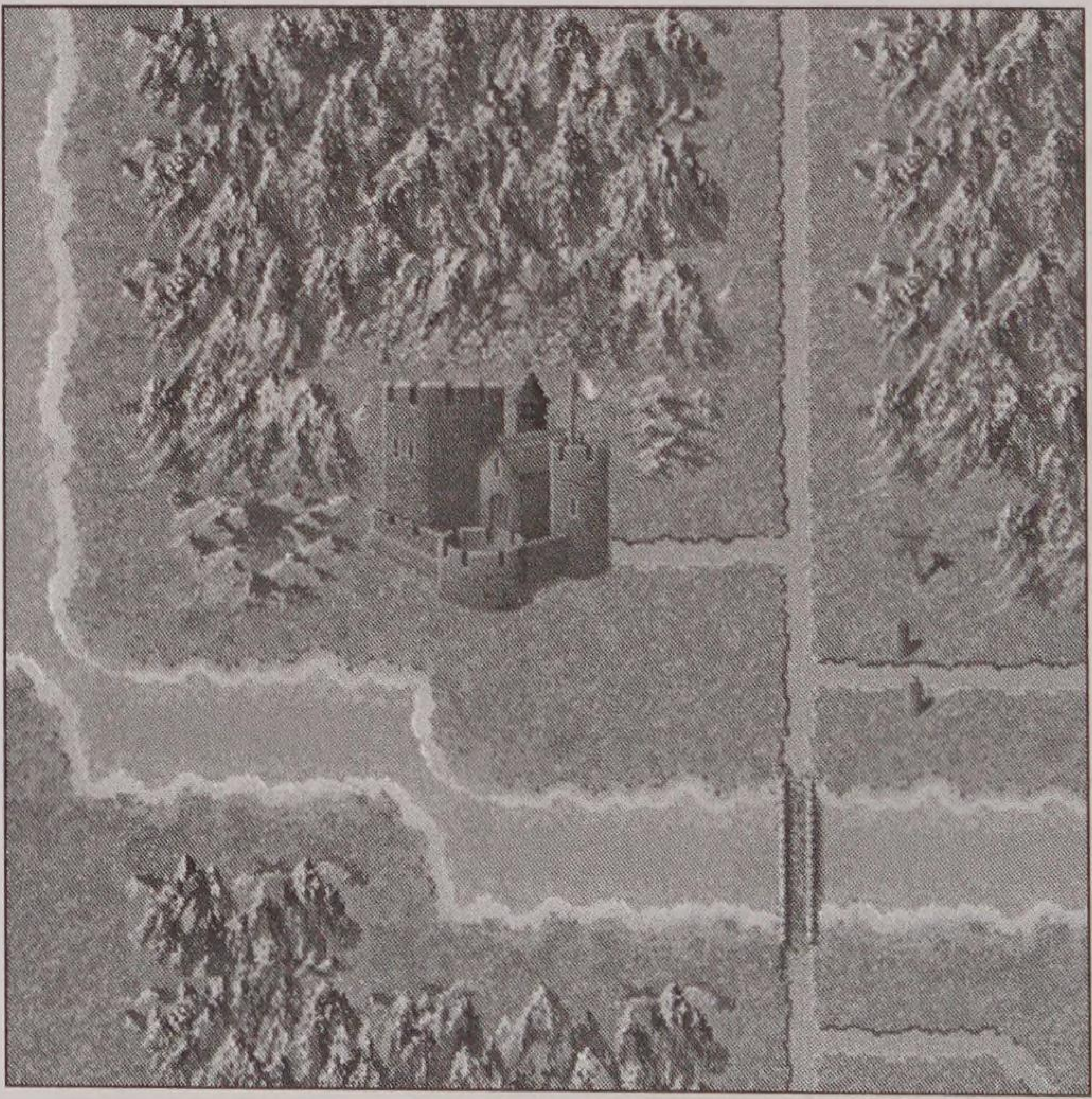


Figure 3-2. *Chokepoints are the most important geographic features you can place on a map design. As such, their placement should not be haphazard.*

him logical choices to make by the way you design the terrain.

City Placement

Controlling cities is the prime objective of the game. As such, where you place each city is strategically significant. How close is it to other cities? How accessible is it? Where is it in relationship to the starting capitols of the players? The answers to these questions determine how early in the game the city is likely to fall into the hands of a player, as well as which of two or three players that is likely to be.

Additionally, the proximity of cities to one another has a direct impact on the rate of expansion one can expect to see. Maps that feature denser concentrations of cities in certain areas will draw conflict to those areas. Another way of looking at this is to say that the less distance a given player must travel between conquerable cities, the greater the rate at which they can expand their economic base. Since you have learned that a strong economic base is the prime prerequisite for victory, you can expect human players especially to heavily contest these geographic power bases wherever they appear.

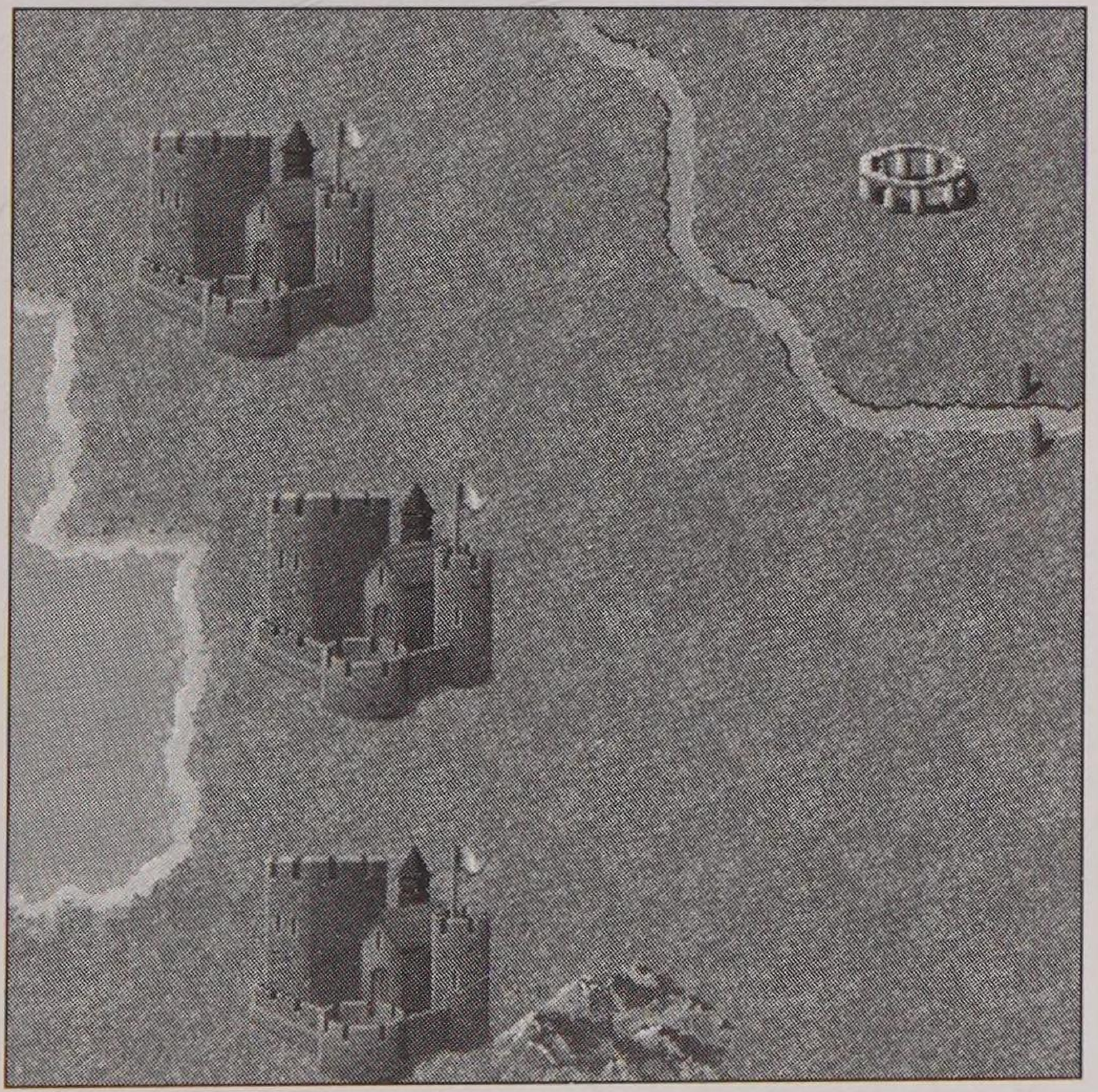


Figure 3-3. *The greater the density of a cluster of cities, the more attractive they are as a target of expansion.*

Placing Ruins and Temples

The placement of ruins and temples is only slightly less significant to overall play balance than the placement of cities. The reason for this is naturally because of the powerful items and allies one can obtain therein, as well as the blessings in the case of temples. All of these act to increase a given player's military power base. For example, if a temple is placed in close proximity to a given player's starting capitol, that player will make it a matter of course to have all units produced in that city go to the temple for a blessing. This provides the player with an early advantage in battle which can assist him throughout the game.

This approach is fine should you desire to bias one side's ability to win, but to achieve good balance for a multi-player design, you might wish to temper this military advantage with an economic disadvantage. For example, if you cluster ruins or temples so close to a given player's starting position that it is virtually impossible for other players to ever have a chance to explore them first, you

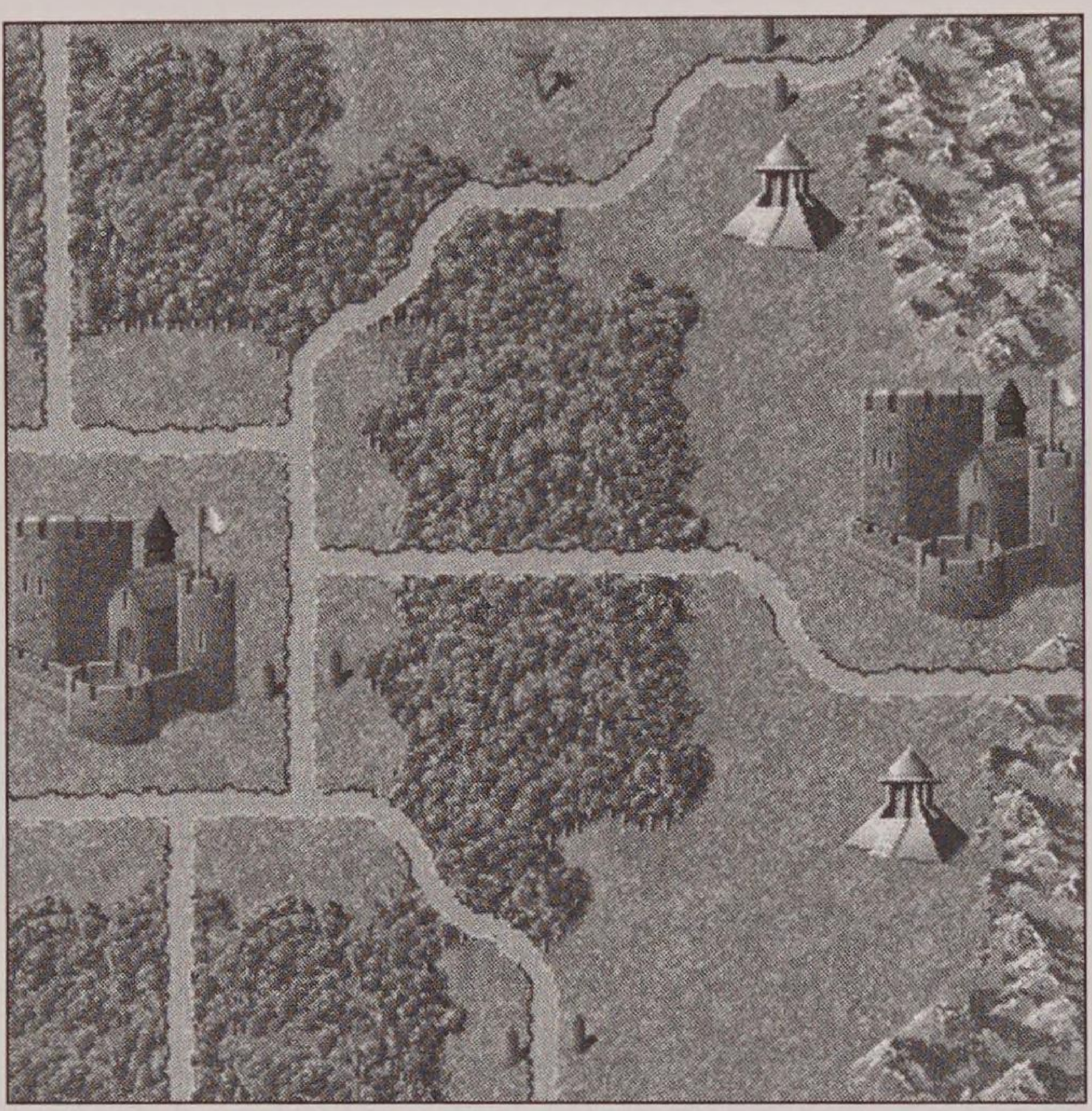


Figure 3-4. *Avoid concentration of a lot of temples or ruins in a small area, unless you are purposefully trying to bias the strength of the side which begins closest to that area.*

might want to spread out the distance between cities in this part of the map. Then, while the first player is given a good chance to develop a military advantage, other players are conquering clusters of cities which can help them resist the advances of the first player.

Road Placement

The reason that Rome fell was because all roads led to it. All right, maybe that isn't the entire reason, but it is an important point to understand. Both the number and direction of the roads you place on the map have a major impact on the finished design. Roads provide access and speed of movement to ground-based units. The greater the number of roads leading east to west for example, the faster armies from either of those cardinal directions can conquer horizontally on the map. Similarly, the greater the number of north/south roads, the faster armies can conquer vertically on the map. A good network promotes rapid expansion, and production must often struggle to keep up with the constantly expanding borders on such a map.

In the absence of a good road network, mounted and flying units become more

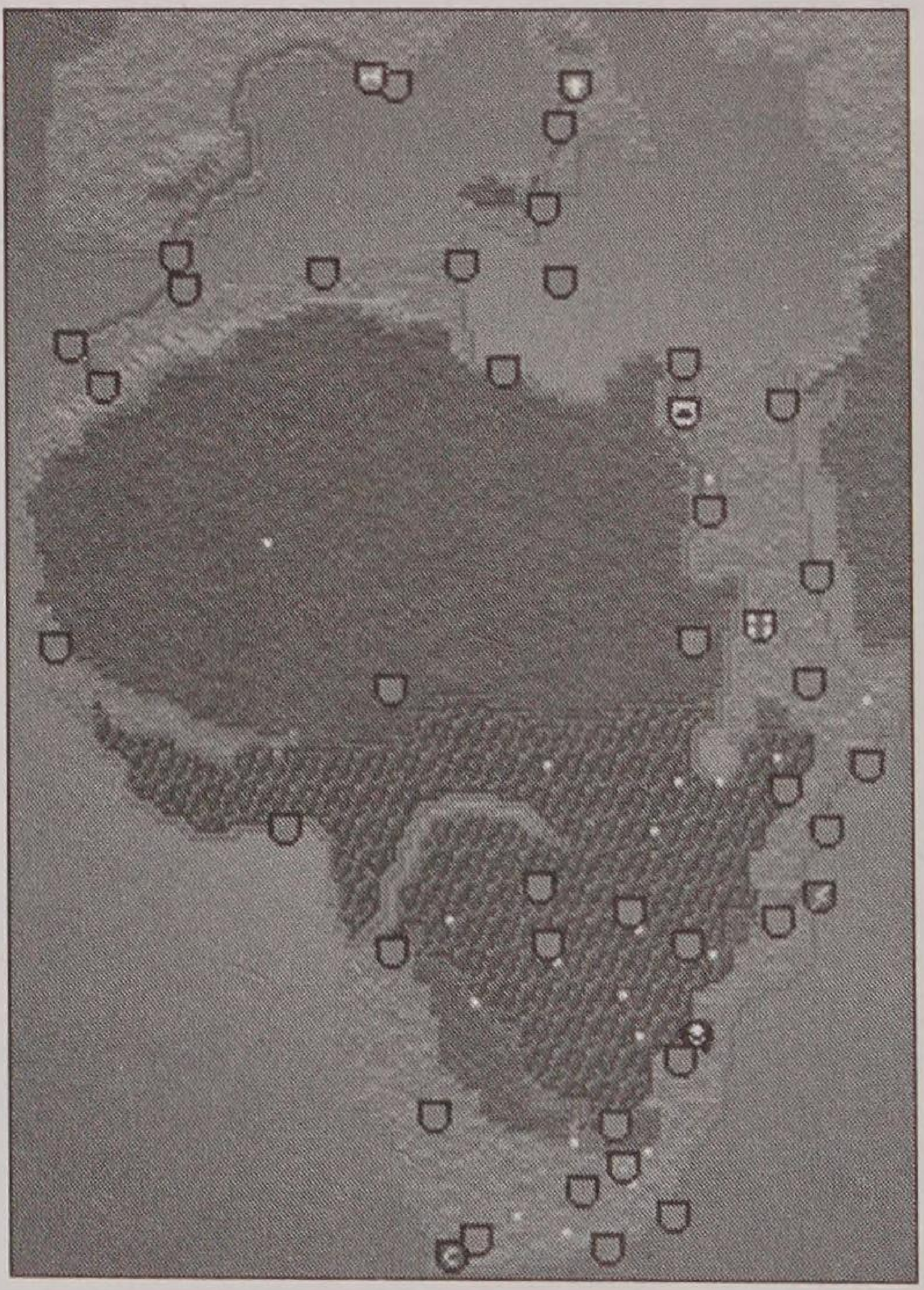


Figure 3-5. *On maps where there are very few roads, such as the African scenarios, it takes a long time to get from one point to the next. Consequently, the entire design takes many more turns to play.*

important. Also, there is a greater tendency for players to stockpile units and send out large stacks en masse, as opposed to trickling units along roads where they can quickly group at key points to conduct an attack. In other words, on maps such as this, the rate of production exceeds the rate of expansion.

Port Placement

If your map design incorporates a lot of water, port placement is just as critical to determining the rate of expansion as road placement. This is doubly true if most of the cities are placed inland by at least one square such that they cannot be attacked from the sea. In this manner, you are channeling amphibious traffic through key cities or ports, thereby making control of them critical to control of a given area of operations. This is different from, but very much akin to, chokepoint warfare. As in all other aspects of terrain placement, your objective is to consider the impact of geography on both the rate of expansion and the subsequent play balance of the design.

CREATING AND EDITING ARMIES

The Scenario Builder allows you to create different army sets. These can be associated with a particular scenario or used with multiple scenarios at your discretion. The Create Army Set command allows you to name a new army set, but its data will initially be identical to the current army set until you edit it.

The Edit Army dialog allows you to change any army characteristic. The editable characteristics are as follows:

Name. The name of the army.

Strength. The combat strength.

Move. Movement allowance of the army.

Time. The time in turns it takes to produce this unit.

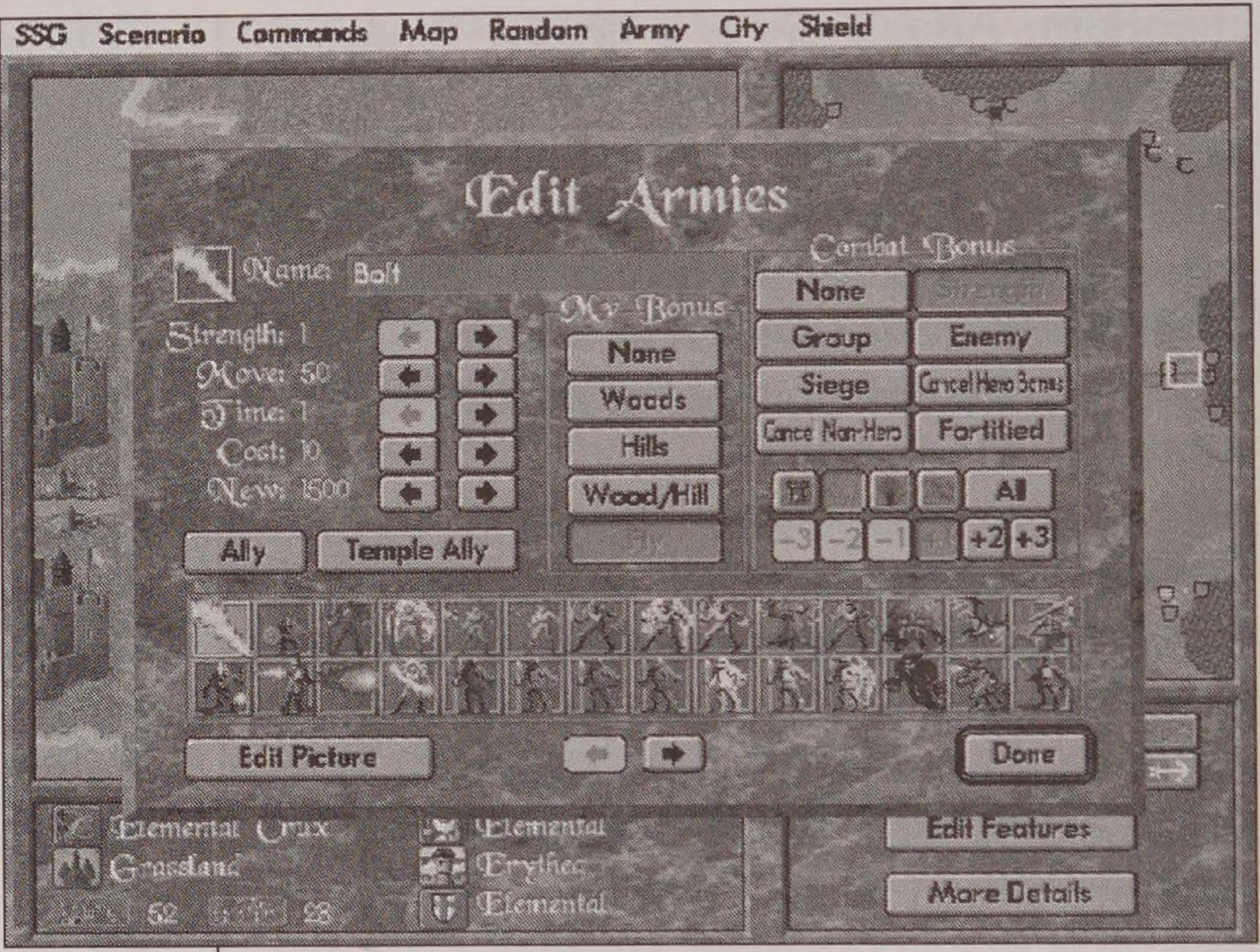
Cost. The cost in gold pieces to produce one unit of this type. If you specify a build cost of 'O,' the computer will not allow this unit to be build in any city, and its stack value is obviously 'O.' This allows units to only be buit in selected cities. The "Dipthar" scenario is an example of this.

New. The cost in gold pieces required to establish production of this unit in a city where it was not previously produced.

Ally. Is the army eligible to be an ally that offers to join heroes after ruins have been explored? This is usually reserved for powerful army types.

Temple Ally. Is the army eligible to be an ally offered as a reward for a successful quest or as allies from a site revealed by a sage? This is usually reserved for the most powerful armies in the design. (As a side note, these should also be armies capable of flight.)

Move Bonus. An army can have either a woods bonus, a Hill bonus, a Woods and Hills bonus, a Flight bonus or no bonuses at all. Units with either or both of the Woods and Hill bonuses can move through the appropriate terrain type at the same movement cost as open plains terrain.


SSG
Scenario
Commands
Map
Random
Army
City
Shield
Edit Armies
My Bonus
None
Woods
Hills
Wood/Hill
Combat Bonus
None
Group
Enemy
Siege
Cancel Hero Bonus
Cance Non-Hero
Fortified
All
-3
-2
-1
+2
+3
Ally
Temple Ally
Edit Picture
Done
Edit Features
More Details
Elemental Crux
Grassland
52
28
Elemental
Erythea
Elemental

Name: Bolt
Strength: 1
Move: 50
Time: 1
Cost: 10
New: 1500

Figure 3-6. *Once your other aspects of design are complete, it is time to announce the contestants for today's show. The Edit Armies screen is the place to go.*

Units capable of flight can move through all terrain except roads at two movement points per square, whereas roads only cost one movement point per square.

Combat Bonus. The combat bonuses are assigned in three parts. These can be thought of as type, scope and level. For instance, in the standard army set, Spiders have a bonus of type = strength, scope = cities, and level = +2. Translated, that means that Spider units are +2 to their own strength when attacking or defending cities. Let's examine these in a little more detail.

Type Options

The following type options and their implications are applicable.

None. No bonus.

Group. The bonus applies to this army and all units that are grouped with it.

Siege. The bonus cancels all City Defense bonuses of the enemy stack.

Cancel Non-hero. The bonus will cancel all Non-hero bonuses of enemy armies in combat, but does not cancel City Defense bonuses.

Strength. The bonus increases the strength of the individual army.

Enemy. The bonus decreases the strength of all enemy armies in combat.

Cancel Hero Bonus. The bonus will cancel all Hero bonuses for the enemy armies in the stack.

Fortified. This bonus acts like a City bonus in that it adds to the strength of all armies in the stack, but only when they are on the defending side.

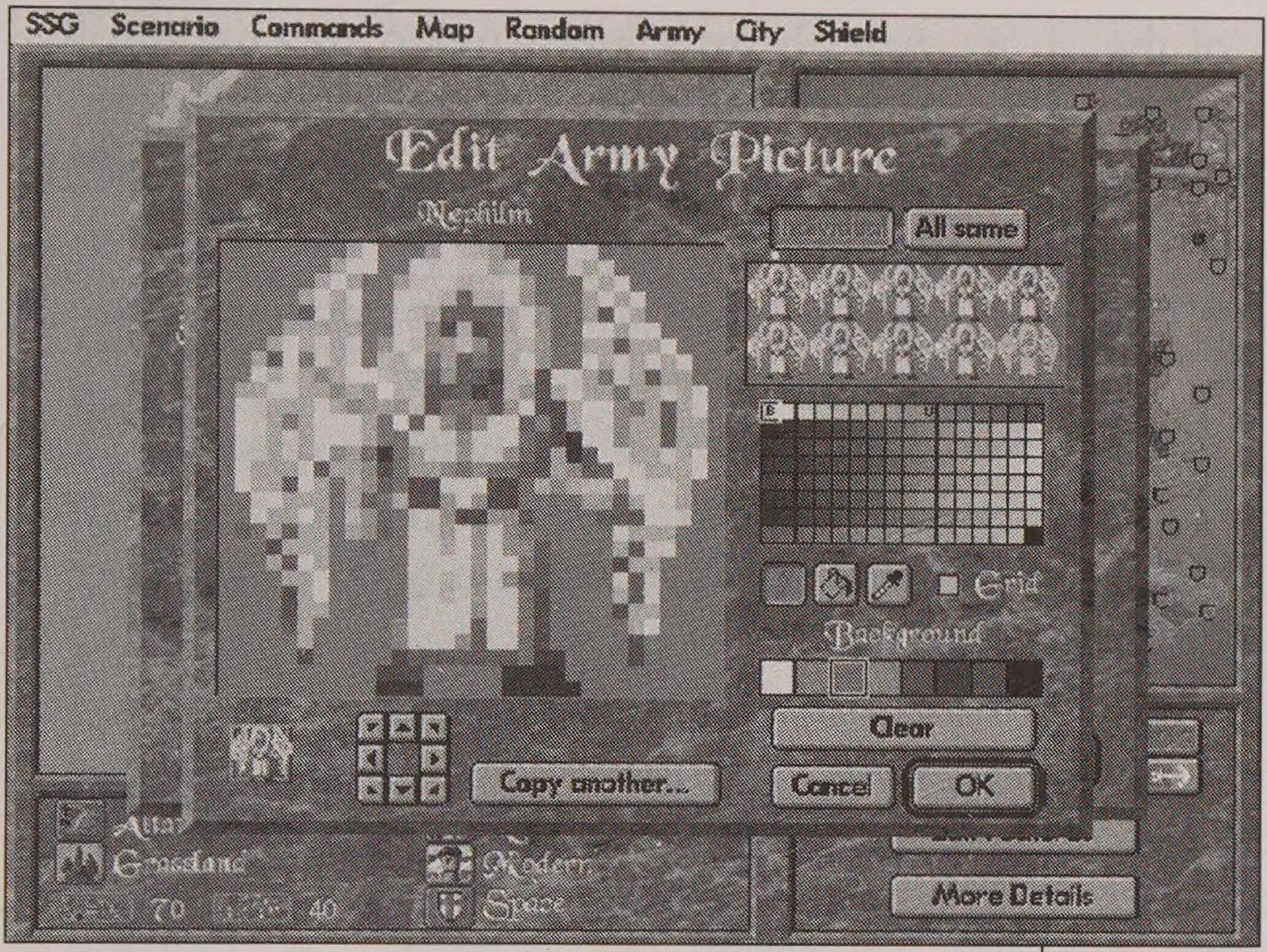


Figure 3-7. *When you are happy with the combat characteristics of a given unit, you can use the Edit Picture function to change the graphics to those of any other unit from any army set, or even import graphics of your own design.*

Scope Options

The bonuses you have defined up to this point can be applicable on Plains, Forest, Hills, City or all terrain types.

Level Options

The level of the bonus can range from -3 to +3. Be very judicious at using either extreme, especially when you are defining group bonuses.

Some Philosophy on Army Design

Creating a good mix of forces is almost an art form, but you can learn it through trial and error. Although paper, scissors, rock does not apply directly to the combat resolution routines used by *Warlords II*, you can come close to development of balanced forces by playing with the various bonuses. Think in terms of offensive versus defensive capability. Strong units with high movement rates will be natural candidates for offensive operations. Likewise, strong units, or those with City bonuses, are the best candidates for defensive operations.

What about the psychological impact of the presence of certain units on the battlefield? Consider Hannibal's use of elephants. Although the animals themselves did little real damage, they struck fear in the armies that faced them and broke up unit formations such that Hannibal's forces could take advantage of the chaos created. To create just such an impact in a *Warlords II* unit, simply give it a negative enemy bonus or a positive group bonus.

What about the concept of combined arms? Since the combat resolution routines take each unit match up one at a time, the only way to reward players for using combined arms (i.e., mixed unit types within a stack) is through the bonus system in the original design of the army set. You can introduce nuances in the combinations of units that will reward astute players who discover them.

What about the geographic distribution of the various army types? Naturally, if you wish to provide balance from the outset, each capitol should produce roughly the same level of starting units, though not necessarily with the same types of bonuses. From there, other mid-range and powerful unit types should be distributed to the neutral cities in a manner which allows you, the designer, to control the rate of expansion (which affects the economic power base) and the rate of production of more powerful units (which affects the military power base). Don't expect to get it right the first time through, which is a nice segue to our final topic.

THE IMPORTANCE OF PLAYTESTING

The proof is in the pudding. What looks good on paper (or on your Edit screen) may fall apart once it is set in motion. Play-testing makes the difference between a lousy design and a good one, and lots of play-testing makes the difference between a good design and a great one. Once you begin play-testing a given design, ask yourself the following questions:

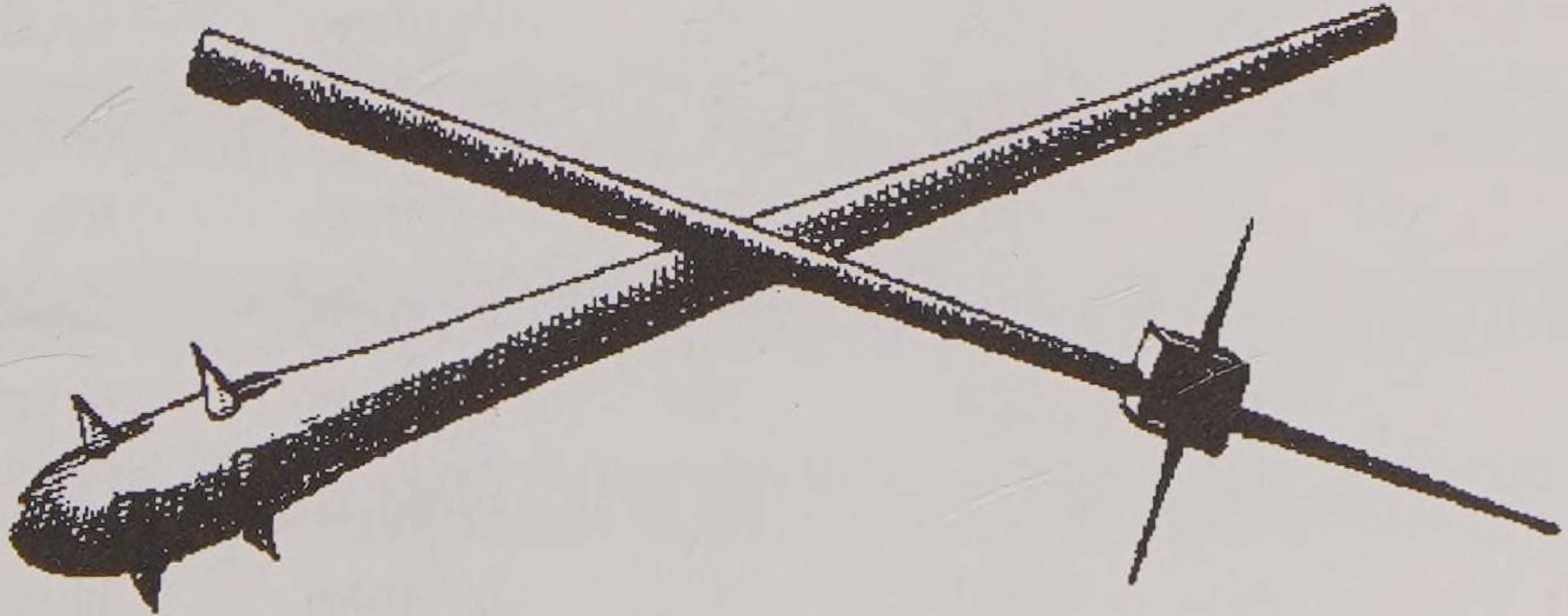
- Do units come into contact both when and where I roughly expect them to?
- Do I use terrain intelligently for all quadrants of the map, or does any one or more starting sides possess a distinct advantage in terrain?
- Are chokepoints serving to channel the flow of battle, or are they superfluous?
- What units tend to dominate the battlefield and why?
- Which side(s) seem to always gain an advantage in items/allies?
- Are certain cities pivotal acquisitions and hotly contested targets over several games? (If so, this is a good thing, leave it alone)
- Are certain armies simply worthless?
- Does anyone run out of money? (If so, adjust the costs of units or the income that cities provide to avoid this)
- Does any one side accumulate money too rapidly? (If so, reduce their income as they will gain Hero units out of proportion with their adversaries).

The best way to resolve all of these questions is to set the computer to all Warlords and let it play through the scenario at least ten times while you watch it. Observe everything carefully and look for trends. Does one side seem to win far more often than others? If so, there is definitely a reason. Look for it and fix it, or your design will be unbalanced. Remember, there are a lot of things that can be traded off between the economic and military power bases (and the components comprising them). The more you tweak the design, the better it generally gets. Keep your audience in mind, as was stated from the beginning, and never consider any design complete until you can respond with an unequivocal "Yes" to the following question: Is it fun to play?

Enjoy!

Appendix A

General Scenario Statistics



Scenario	Cities	Ruins	No. of Players	Army Set	City Set	Shield Set
200 BC	100	0	8	200 BC	200 BC	Knight
Altair	70	40	8	Revolt	Modern	Space
America	80	38	8	America	America	America
Arthurian Britain	70	36	7	Erythea	Erythea	Erythea
Babe War	74	29	4	Babe	Spectra	Element
Calador	85	40	8	Calador	Spectra	Element
Chesciv	67	24	2	America	America	America
Chessboard	32	36	2	Chess	Erythea	Erythea
Civil War	30	10	8	Erythea	Banner	Erythea
Dante's Inferno	57	34	6	Dante	Ice	Erythea
Dark Continent	44	20	8	Dark	Erythea	Erythea
Dipthar	64	40	8	Dipthar	Spectra	Star
Dragon Realms	40	24	5	Erythea	Erythea	Erythea
Dwarven Mines	25	10	5	Erythea	Erythea	Erythea
Elemental Crux	52	28	8	Element	Erythea	Element
Elemental Problems	43	15	8	Element	Erythea	Element
Elkor's Tomb	26	23	3	Erythea	Erythea	Erythea
Erythea Campaign	80	40	8	Erythea	Erythea	Erythea
Esesgee Isle	41	25	8	Erythea	Erythea	Erythea
Europa	97	40	7	Europa	Europa	Europa
Fantasy	58	26	8	Fantasy	Erythea	Erythea
Flooded Halls	89	40	8	Maze	Ice	Ice
Glacial Islands	40	16	8	Erythea	Ice	Ice
Hadesha Campaign	80	40	8	Erythea	Erythea	Erythea
Hand of Fate	35	24	5	Erythea	Erythea	Erythea
Holy	41	21	6	Holy	Holy	Erythea
Illuria Campaign	80	40	8	Erythea	Illura	Erythea
Invasion	79	30	8	Space	Invade	Space

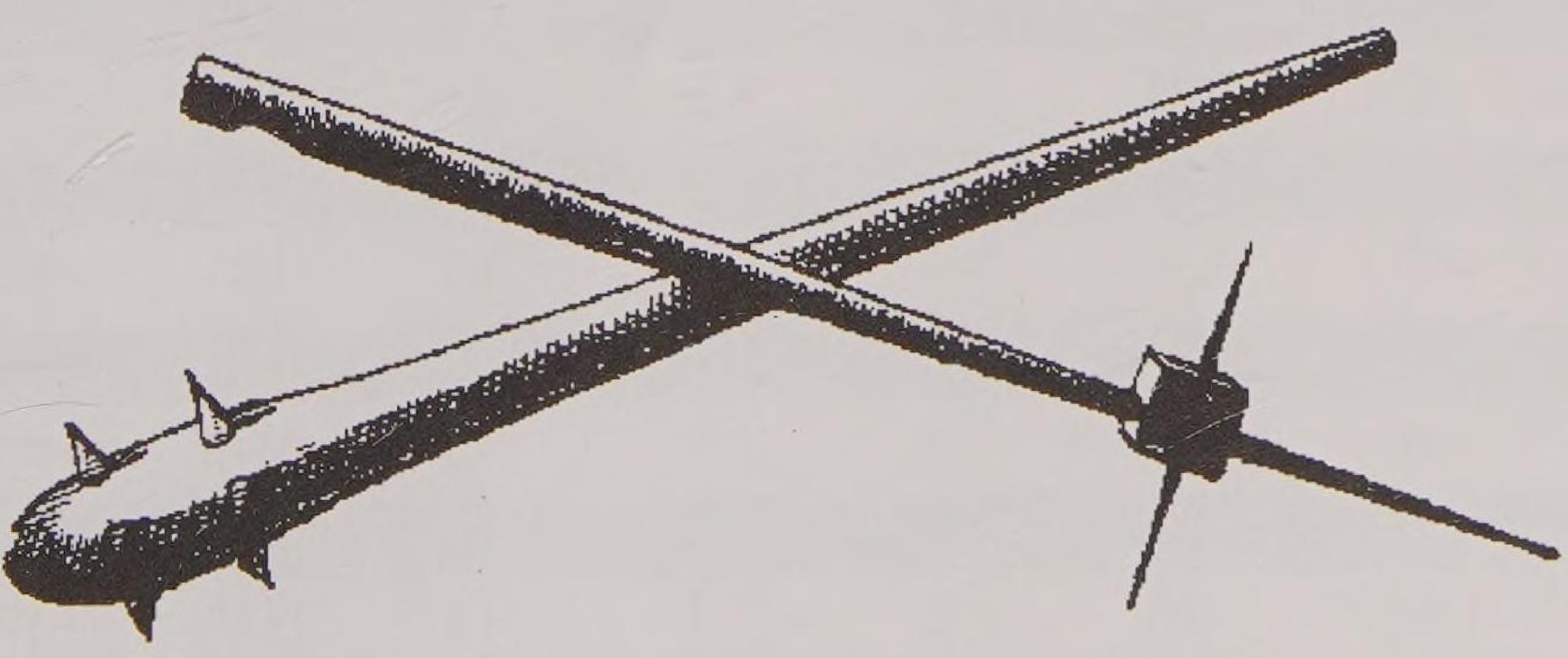
Appendix A: General Scenario Statistics

Scenario	Cities	Ruins	No. of Players	Army Set	City Set	Shield Set
Isladia Campaign	80	40	8	Erythea	Erythea	Erythea
Isle of Sorcery	20	16	4	Erythea	Erythea	Erythea
Isle of the Wheel	21	26	5	Erythea	Erythea	Erythea
Jungle Valley	60	25	8	Jungle	Erythea	Erythea
Knight's Isle	21	27	4	Erythea	Erythea	Knight
Landlords	37	21	5	Land	Land	Erythea
Minotaur Maze	30	15	4	Maze	Ice	Ice
Mythtec	86	32	8	Aztecs	Aztecs	Erythea
Nippon Babylon	24	10	8	Nippon	Nippon	Japan
Norse Mythology	47	21	8	Norse	Norse	Knight
Pirates	90	39	8	Pirates	Pirates	Space
Rain War	100	40	8	Rain	Rain	Star
Raven Castle	48	20	4	Erythea	Banner	Element
Roman	90	40	8	Roman	Roman	Erythea
Rule Britannia	100	40	8	Conq	Conq	Conq
Russia	80	36	8	Newrus	Russia	Star
Selentia	40	27	5	Erythea	Erythea	Erythea
Severus	100	40	8	Severus	Severus	Element
Spectremia	66	26	8	Spectra	Spectra	Erythea
Spider Queen	40	28	4	Erythea	Roman	Elemental
Spindle Isle	30	10	3	Element	Erythea	Isle
Star	21	20	6	Erythea	Star	Star
The Fall of Rome	100	40	8	Medit	Medit	Erythea
The Vale	50	30	5	Vale	Vale	Space
The Well	30	10	6	Erythea	Erythea	Erythea
Transylvania	100	39	7	Dracula	Ice	Erythea
Trucks	85	34	8	Trucks	Urban	Erythea
Twin Towers	22	15	3	Erythea	Banner	Knight

Scenario	Cities	Ruins	No. of Players	Army Set	City Set	Shield Set
War of Powers	53	27	6	Power	Power	General
Warthogs II	26	11	4	Hogs	Warthog	Element
Waterloo	98	40	8	Watloo	Watloo	Erythea
Zulu	80	40	8	Zulu	Zulu	Element

Appendix B

Individual Scenario Statistics



SCENARIO: 200 BC

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Rabble	1	12	–	1	1	10	None
Sling	2	20	Hills	1	2	100	+1 Str in Hills
Javelin	2	20	–	1	3	100	+1 Str in Open
Light Bow	2	18	–	2	6	300	Fortified
Horse Sword	3	30	–	1	5	400	+1 Str in Open
Light Spear	4	16	–	2	5	200	None
Peltasts	4	20	Hills	2	7	400	None
Medium Bow	4	16	–	2	7	400	Fortified
Sword	4	14	–	2	8	400	+1 Str in Cities
Siege Train	4	18	–	3	16	500	Siege
Javelin	4	30	–	2	11	500	+1 Str in Open
Horse Lance	4	26	–	2	12	600	+2 Str in Open
Spear	5	16	–	3	10	450	None
Axillae	5	20	Hills	3	11	1000	+1 to Stack
Heavy Bow	5	18	–	3	11	1000	Fortified
Heavy Sword	5	16	–	3	13	1000	+2 Str in Cities
Barbarians	6	14	Woods	2	3	N/A	+3 Str in Woods
Heavy Spear	6	16	–	3	13	1000	None
Heavy Horse	6	20	–	3	15	1200	+1 Stack in Open
Hoplites	7	18	–	3	16	2000	+2 Str in Hills
Persians	7	20	–	1	16	N/A	+1 Stack in Open
Chariots	7	20	–	1	16	N/A	+2 Stack in Open
Horse Bow	8	60	–	1	5	N/A	+3 Str in Open
Elephants	8	12	–	1	16	N/A	–2 to Enemy
Phalanx	8	16	–	1	11	N/A	+1 Stack in Open
Legionary	9	24	–	1	13	N/A	+1 to Stack
Companions	9	30	–	3	16	Ally	+2 to Stack
Hero	7	30					

SCENARIO: ALTAIR

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	10	None
Drone	1	18	Fly	1	5	30	None
Native Inf.	2	12	Wood/Hill	1	2	50	+1 Str in Hills
Glidejet	2	22	Fly	2	6	100	None
Outrider	2	22	Wood/Hill	2	4	240	+1 Str in Hills
Mech. Inf.	3	24	–	2	10	300	+1 Str in Open
Troopers	4	14	–	2	5	300	None
Native Arch	4	16	Woods	2	4	300	+1 Str in Woods
Jump Troop	4	14	Fly	2	7	400	None
Rangers	4	14	Woods	2	5	400	+1 Str in Open
Sonic Gun	4	15	–	3	8	500	Siege
Gun Implace	3	14	–	2	10	800	+2 Str in Cities
Big Guardog	4	16	Wood/Hill	2	8	500	+1 Stack in Woods
Gunship	5	20	Fly	2	12	800	+2 Str in Open
Huge Spider	5	14	–	2	12	700	+2 Str in Cities
Tripod	6	20	–	3	28	2500	Fortified
Bomber	6	36	Fly	3	15	1700	+2 Str in Cities
Hovertank	7	28	Fly	3	15	1500	+1 Stack in Open
Plasma Tank	7	22	–	4	15	1500	–2 to Enemy
Priestess	6	50	–	3	12	Ally	Cancel Hero
Nephilm	8	16	Fly	4	20	Temple	+1 to Stack
Walk'n Tank	7	16	Hills	4	12	Ally	+1 to Stack
Stealth Ftr	7	26	Fly	4	20	Temple	Cancel Non Hero
Robot	7	16	–	4	15	Ally	+1 to Stack
Succubus	7	22	–	3	15	Ally	Cancel Hero
Nuclear Gun	8	17	–	4	20	Ally	+2 to Stack
Star Cruiser	9	40	Fly	4	32	Temple	+2 to Stack
Hero	5	19					

SCENARIO: AMERICA

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Sentry	1	16	Hills	1	2	10	None
Labourer	1	15	Wood/Hill	1	2	10	None
Can. Scots	2	12	–	1	3	50	None
Light Inf.	2	12	–	1	4	70	+1 Str in Open
Zouave	2	12	Wood/Hill	1	6	100	None
Light Cav.	2	22	–	2	5	200	None
Cannon	5	10	–	3	10	800	Siege
Heavy Inf.	4	12	–	2	4	300	None
Rifleman	4	8	Woods	2	7	350	+1 Str in Woods
Skirmisher	4	8	Hills	2	5	350	+1 Str in Hills
Heavy Cav.	4	17	–	2	6	400	+1 Str in Open
Raider	4	14	Wood/Hill	2	6	400	+1 Stack in Hills
Sniper	4	12	Hills	2	8	400	None
Mountainman	4	20	Hills	2	9	500	+1 Str in Hills
Woodsman	4	14	Woods	2	8	500	None
Gatling gun	5	10	–	3	9	800	–1 to Enemy
Scout	2	20	Wood/Hill	1	6	300	None
Balloon	1	20	Fly	1	5	40	None
Geronimo	7	16	Wood/Hill	3	15	Ally	+1 to Stack
Custer	7	13	–	4	13	Ally	+1 to Stack
Jesse James	7	14	Wood/Hill	4	14	Temple	+1 to Stack
John Brown	7	20	–	4	11	Temple	+1 to Stack
Comanchero	7	12	Hills	4	11	Ally	+1 to Stack
Red Cloud	7	16	–	4	15	Temple	Cancel Non Hero
Wyatt Earp	8	16	–	4	18	Temple	Cancel Hero
Iron Horse	6	14	–	4	16	Ally	+2 to Stack
Wild Bill	8	22	–	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: ARTHURIAN BRITAIN

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Inf.	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cav.	3	24	–	1	10	300	+1 Str in Open
Heavy Inf.	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cav.	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: BABE WAR

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Girl Scouts	1	24	Wood/Hill	1	1	10	None
Grannies	1	12	–	1	2	30	Fortified
Teenagers	2	16	Woods	1	4	100	+1 Str in Cities
Thieves	2	20	Wood/Hill	2	6	200	Siege
Muscle Babes	2	14	–	1	5	220	–1 to Enemy
Horsewomen	4	24	–	2	6	240	+1 Str in Open
Sprites	4	34	Fly	3	8	300	+1 Str in Woods
Nymphs	4	20	Woods	2	9	300	+2 Stack in Woods
Guardswomen	4	16	–	2	6	350	+2 Str in Cities
Countess	4	16	Woods	3	10	400	+2 Stack in Cities
Chariotress	4	32	–	3	10	450	+2 Str in Open
Duchess'	4	16	–	3	10	350	+1 to Stack
Huntress'	4	22	Woods	3	8	500	+2 Stack in Woods
Amazons	4	18	Hills	3	7	500	+2 Stack in Hills
Pixies	1	50	Fly	1	5	50	None
Catwomen	5	24	Wood/Hill	3	12	800	+1 to Stack
Priestess'	6	16	–	4	15	Ally	Cancel Non Hero
Enchantress	6	18	–	5	20	Ally	Cancel Hero
Sorceress'	5	60	–	4	13	1200	+2 to Stack
Vampiress'	7	20	–	5	24	Temple	+1 to Stack
Deviless'	8	30	–	5	26	Temple	Cancel Hero
Demoness'	7	20	–	5	22	Ally	Cancel Non Hero
Angels	8	50	Fly	5	30	Temple	Cancel Hero
Godess	8	36	Fly	5	32	Temple	+2 to Stack
Banshees	8	40	Fly	5	28	Temple	Cancel Hero
Princess'	7	18	Wood/Hill	4	30	Ally	+3 to Stack
Dragons	9	36	Fly	5	40	Temple	+3 to Stack
Heroine	5	16					

SCENARIO: CALADOR

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Crossbowmen	4	16	–	2	6	400	+1 Stack in Open
Ranger Corps	4	20	Woods	2	7	450	+2 Str in Woods
Infantry	3	18	–	1	4	70	None
Mercenaries	4	16	–	2	10	800	+1 to Stack
DesertRider	4	36	–	2	9	700	+1 Str in Open
Catapults	4	16	–	3	10	500	Siege
Elite Corps	5	16	–	2	9	700	None
Longbowmen	4	16	–	2	6	450	–1 to Enemy
Axemen	4	14	–	2	7	500	+1 Str in Cities
Pikemen	4	12	–	2	7	450	Fortified
Cavalry	4	30	–	2	7	600	None
Engineers	5	16	–	4	6	800	–3 to Enemy
Knights	6	26	–	4	9	1100	+2 to Stack
Spying Eye	1	36	Fly	1	1	50	None
Gryphon Cav	5	40	Fly	2	12	1500	None
Unicorns	7	30	–	3	12	1500	+3 Stack in Woods
DragonScout	5	30	Fly	3	11	1300	+1 Str in Open
Artillery	5	16	–	4	9	900	Siege
Elephant Cav	8	20	–	4	12	1500	Siege
Evil Spirit	7	20	Fly	4	20	Temple	+2 to Stack
Archmagi	6	17	–	4	16	Ally	+2 to Stack
Spectre	6	16	–	4	17	Temple	Cancel Hero
Daemons	6	20	–	4	15	Ally	+1 to Stack
Sorcerors	7	22	–	4	16	Ally	+1 to Stack
Daemonlord	7	16	–	4	15	Ally	Cancel Non Hero
Holy Spirit	7	20	Fly	4	20	Temple	+2 to Stack
Dragon Cav	7	24	Fly	4	12	1700	+2 to Stack
Leader	5	20					

SCENARIO: CHESCIV

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Sentry	1	16	Hills	1	2	10	None
Labourer	1	15	Wood/Hill	1	2	10	None
Can. Scots	2	12	–	1	3	50	None
Light Inf.	2	12	–	1	4	70	+1 Str in Open
Zouave	2	12	Wood/Hill	1	6	100	None
Light Cav.	2	22	–	2	5	200	None
Cannon	5	10	–	3	10	800	Siege
Heavy Inf.	4	12	–	2	4	300	None
Rifleman	4	8	Woods	2	7	350	+1 Str in Woods
Skirmisher	4	8	Hills	2	5	350	+1 Str in Hills
Heavy Cav.	4	17	–	2	6	400	+1 Str in Open
Raider	4	14	Wood/Hill	2	6	400	+1 Stack in Hills
Sniper	4	12	Hills	2	8	400	None
Mountainman	4	20	Hills	2	9	500	+1 Str in Hills
Woodsman	4	14	Woods	2	8	500	None
Gatling gun	5	10	–	3	9	800	−1 to Enemy
Scout	2	20	Wood/Hill	1	6	300	None
Balloon	1	20	Fly	1	5	40	None
Geronimo	7	16	Wood/Hill	3	15	Ally	+1 to Stack
Custer	7	13	–	4	13	Ally	+1 to Stack
Jesse James	7	14	Wood/Hill	4	14	Temple	+1 to Stack
John Brown	7	20	–	4	11	Temple	+1 to Stack
Comanchero	7	12	Hills	4	11	Ally	+1 to Stack
Red Cloud	7	16	–	4	15	Temple	Cancel Non Hero
Wyatt Earp	8	16	–	4	18	Temple	Cancel Hero
Iron Horse	6	14	–	4	16	Ally	+2 to Stack
Wild Bill	8	22	–	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: CHESSBOARD

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
White Pawn	2	14	Hills	1	2	10	+1 Str in Hills
Black Pawn	2	14	Woods	1	2	10	+1 Str in Woods
White Rook	6	16	Hills	2	6	500	+2 Stack in Hills
Black Rook	6	16	Woods	2	6	500	None
White Knight	2	18	Fly	1	6	50	+2 Str in Hills
Black Knight	2	18	Fly	1	6	50	+2 Str in Woods
White Bishop	4	22	Hills	2	6	400	+1 Stack in Hills
Black Bishop	4	22	Woods	2	6	400	+1 Stack in Woods
White Queen	8	20	Hills	3	10	2000	–2 to Enemy
Black Queen	8	20	Woods	3	10	2000	–2 to Enemy
White King	5	12	Hills	3	10	1500	+3 Stack in Hills
Black King	5	12	Woods	3	10	1500	+3 Stack in Woods
Red Pawn	2	18	–	1	2	10	None
Green Pawn	1	14	Wood/Hill	1	2	10	None
Red Rook	6	20	–	2	6	500	+2 to Stack
Green Rook	6	16	Wood/Hill	2	6	500	+2 to Stack
Red Knight	4	22	Fly	2	6	400	+2 to Str
Green Knight	4	18	Fly	2	6	400	+2 to Str
Red Bishop	4	26	–	2	6	400	+1 to Stack
Green Bishop	4	22	Wood/Hill	2	6	400	+1 to Stack
Red Queen	8	24	–	3	11	2000	–2 to Enemy
Green Queen	8	20	Wood/Hill	3	10	2000	–2 to Enemy
Red King	5	16	–	3	10	1500	+3 to Stack
Green King	5	12	Wood/Hill	3	10	1500	+3 to Stack
Fire Devils	8	16	Wood/Hill	4	15	Ally	+2 to Stack
Ice Devils	7	16	Wood/Hill	4	20	Ally	+2 to Stack
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	14					

SCENARIO: CIVIL WAR

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Inf.	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cav.	3	24	–	1	10	300	+1 Str in Open
Heavy Inf.	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cav.	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: DANTE'S INFERNO

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Thieves	1	18	Hills	1	1	120	None
Gluttons	2	16	–	1	4	200	None
Centaurs	2	26	Woods	1	5	260	+2 Str in Woods
Heretics	4	18	–	2	8	500	None
Black Hound	4	24	Hills	2	6	300	None
Lustful	4	16	–	2	7	400	Fortified
Serpents	4	16	Wood/Hill	2	8	700	–1 to Enemy
Minotaurs	5	16	–	2	12	1000	None
Devils	5	16	–	3	12	1000	+1 Str in Cities
Giants	6	20	Hills	2	18	1500	+1 Str in Hills
Demon Chief	6	16	–	3	15	1200	+2 Stack in Open
Devil Lord	7	18	–	4	24	2000	+2 Stack in Cities
Wrathful	5	16	–	3	16	1000	Siege
Sorcerers	4	32	–	2	10	800	+1 to Stack
Demons	3	22	Fly	1	8	600	+1 Str in Open
Harpies	3	28	Fly	2	6	400	+3 Str in Woods
Black Wind	4	30	Fly	3	5	1000	Cancel Hero
Cerberus	7	24	Wood/Hill	4	22	1800	–2 to Enemy
Traitors	5	18	–	4	16	1500	–3 to Enemy
Guides	7	26	Wood/Hill	3	20	Ally	+1 to Stack
Minos	8	12	–	4	26	Ally	Cancel Hero
Angels	9	30	Fly	4	40	Temple	+1 to Stack
Lost Souls	2	14	Fly	2	8	800	Cancel Non Hero
Fell Angels	8	32	Fly	4	26	Temple	+2 to Stack
Plutus	7	16	–	4	20	Ally	Cancel Non Hero
Geryon	6	40	Fly	4	18	Ally	+1 to Stack
Lucifer	9	24	Fly	5	36	Ally	+3 to Stack
Dante	6	20					

SCENARIO: DARK CONTINENT

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Settlers	1	16	–	1	1	10	None
Levies	1	12	Hills	1	1	20	None
Militia	2	14	–	1	2	30	None
Police	2	14	Woods	1	3	30	None
Mtd. Police	2	24	Hills	1	4	400	None
Traders	4	16	Wood/Hill	2	6	180	None
Lancers	4	24	Hills	2	5	350	None
Mounted Infantry	4	22	Wood/Hill	2	5	400	None
Dervishes	4	14	Hills	1	3	N/A	None
Fellahs	3	14	–	1	3	N/A	None
Commandoes	5	20	Wood/Hill	3	3	N/A	+1 to Str
24th Foot	6	14	–	3	3	N/A	+2 to Str
Bersaglieri	4	16	–	2	3	N/A	None
Jaeger	6	16	–	3	3	N/A	+2 to Str
Legionnaire	6	16	–	3	3	N/A	+2 to Str
Braves	3	16	Wood/Hill	1	3	N/A	+1 Str in Woods
Artillery	7	12	–	4	10	500	+2 to Stack
Machineguns	7	16	–	4	10	500	Fortified
Miners	4	14	–	3	10	350	Siege
Mystics	4	16	Wood/Hill	3	12	600	–1 to Enemy
Witches	4	20	Fly	3	20	700	–1 to Enemy
Poachers	4	28	Wood/Hill	3	16	700	–1 to Enemy
Fanatics	4	24	Hills	3	18	700	+2 to Stack
Guards	7	16	Wood/Hill	4	20	Ally	Cancel Non Hero
Explorers	7	20	Wood/Hill	4	22	Ally	+2 to Stack
Biplanes	8	28	Fly	4	24	Temple	Cancel Non Hero
Bombers	9	50	Fly	4	26	Temple	+3 to Stack
Leader	6	18					

SCENARIO: DIPTHAR

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Rangers	2	24	Wood/Hill	1	2	300	None
Woodsmen	3	14	Woods	2	5	350	+1 Str in Woods
Infantry	2	14	–	1	3	50	None
Goblins	2	15	Hills	1	4	N/A	+1 Str in Hills
Light Horse	4	24	–	2	6	N/A	+1 Str in Open
Catapults	4	18	–	3	12	N/A	Siege
Elite Corps	4	12	–	2	14	N/A	None
Elves	4	16	Woods	2	8	N/A	+2 Str in Woods
Dwarves	4	14	Hills	2	8	N/A	+2 Str in Hills
Trolls	4	14	Wood/Hill	1	16	N/A	None
Wolfriders	4	20	Woods	2	16	N/A	None
Lepers	4	12	–	3	10	N/A	–2 to Enemy
Ogres	5	16	–	2	10	N/A	Siege
Dwarf Elite	5	14	Hills	3	10	N/A	+3 Stack in Hills
Bat Riders	1	46	Fly	1	12	50	+2 Str in Cities
Pegasi	5	20	Fly	3	18	N/A	+2 Stack in Woods
Griffins	6	20	Fly	3	15	N/A	+2 Str in Cities
War Chariot	7	20	–	4	20	N/A	+1 to Stack
Elephants	8	16	–	4	15	N/A	–1 to Enemy
Wizards	4	40	–	4	12	Ally	+1 to Stack
Giant Worms	6	12	–	4	12	Ally	+1 to Stack
Ghosts	7	26	Fly	5	12	Ally	+1 to Stack
Demons	6	20	–	4	15	Ally	+1 to Stack
Elementals	7	14	–	4	15	Ally	+1 to Stack
Devils	7	16	–	4	15	Ally	Cancel Non Hero
Archons	7	16	Fly	4	20	Ally	Cancel Hero
Dragons	8	22	Fly	4	20	Ally	+2 to Stack
Hero	5	16					

SCENARIO: DRAGON REALMS

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: DWARVEN MINES

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: ELEMENTAL CRUX

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Bolt	1	50	Fly	1	10	1500	+1 Str in Open
Goblins	2	14	Wood/Hill	1	2	30	None
Waterling	2	20	–	1	4	100	None
Windling	2	14	Fly	1	4	300	None
Rockling	3	12	Hills	1	4	200	+1 Str in Hills
Fireling	2	14	–	1	4	180	+1 Str in Open
Sea Knights	4	18	–	2	4	40	None
Wind Knights	4	14	Fly	2	6	100	None
Fire Knights	5	14	–	2	6	100	+2 Str in Open
Treefolk	5	10	Woods	2	7	400	+3 Str in Woods
Roc Knights	6	10	Hills	2	4	200	+2 Str in Hills
Swamp Slime	4	10	Woods	2	6	160	–1 to Enemy
Fire Bat	1	18	Fly	1	3	30	None
Firethrower	3	12	–	3	12	1000	Siege
Goblords	6	14	Wood/Hill	3	18	1800	+1 Str in Cities
Lightning	5	14	Fly	3	10	700	+1 to Stack
Fireball	5	14	Fly	3	12	500	+2 Stack in Open
Shockling	5	26	Wood/Hill	2	16	1500	–1 to Enemy
Sealords	7	22	–	3	12	Ally	+1 Stack in Open
Rocklords	8	18	Hills	3	20	Ally	+1 to Stack
Treelords	7	12	Woods	3	12	Ally	+1 to Stack
Swamplords	7	12	–	3	12	Ally	Cancel Hero
Lightlords	7	20	–	3	16	Ally	+1 to Stack
Flamelords	7	16	–	3	14	Ally	+1 to Stack
Windlords	7	16	Fly	3	18	Ally	+1 to Stack
Shadow	8	18	Fly	4	20	Ally	Cancel Non Hero
Dragons	9	24	Fly	4	20	Temple	+3 to Stack
Hero	5	14					

SCENARIO: ELEMENTAL PROBLEMS

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Bolt	1	50	Fly	1	10	1500	+1 Str in Open
Goblins	2	14	Wood/Hill	1	2	30	None
Waterling	2	20	–	1	4	100	None
Windling	2	14	Fly	1	4	300	None
Rockling	3	12	Hills	1	4	200	+1 Str in Hills
Fireling	2	14	–	1	4	180	+1 Str in Open
Sea Knights	4	18	–	2	4	40	None
Wind Knights	4	14	Fly	2	6	100	None
Fire Knights	5	14	–	2	6	100	+2 Str in Open
Treefolk	5	10	Woods	2	7	400	+3 Str in Woods
Roc Knights	6	10	Hills	2	4	200	+2 Str in Hills
Swamp Slime	4	10	Woods	2	6	160	–1 to Enemy
Fire Bat	1	18	Fly	1	3	30	None
Firethrower	3	12	–	3	12	1000	Siege
Goblords	6	14	Wood/Hill	3	18	1800	+1 Str in Cities
Lightning	5	14	Fly	3	10	700	+1 to Stack
Fireball	5	14	Fly	3	12	500	+2 Stack in Open
Shockling	5	26	Wood/Hill	2	16	1500	–1 to Enemy
Sealords	7	22	–	3	12	Ally	+1 Stack in Open
Rocklords	8	18	Hills	3	20	Ally	+1 to Stack
Treelords	7	12	Woods	3	12	Ally	+1 to Stack
Swamplords	7	12	–	3	12	Ally	Cancel Hero
Lightlords	7	20	–	3	16	Ally	+1 to Stack
Flamelords	7	16	–	3	14	Ally	+1 to Stack
Windlords	7	16	Fly	3	18	Ally	+1 to Stack
Shadow	8	18	Fly	4	20	Ally	Cancel Non Hero
Dragons	9	24	Fly	4	20	Temple	+3 to Stack
Hero	5	14					

SCENARIO: ELKOR'S TOMB

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: ERYTHEA CAMPAIGN

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: ESESGEE ISLE

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: EUROPA

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Militia	1	8	–	1	1	10	None
Conscripts	2	12	–	1	4	30	None
Skirmishers	2	14	–	1	6	80	None
Jaeger	2	16	Wood/Hill	1	7	200	+1 Str in Woods
Hussars	3	22	–	2	7	500	+1 Str in Open
Regulars	4	12	–	2	8	260	None
Marines	4	12	Wood/Hill	2	9	300	+1 Str in Open
Sappers	4	12	–	2	10	350	Fortified
Grenadiers	4	12	–	2	12	400	+1 Stack in Open
Fusiliers	4	14	–	2	10	400	+1 Str in Open
Kanone	5	12	–	3	12	500	Siege
Uhlans	4	26	–	3	14	600	+1 Stack in Hills
Legionnaire	5	16	Hills	2	14	800	+1 Str in Cities
Guards	5	16	–	2	14	800	+1 Stack in Open
Machineguns	5	14	–	2	16	900	–1 to Enemy
Biplane	2	28	Fly	1	16	50	None
Zeppellin	7	30	Fly	4	18	1400	+2 to Stack
Artillery	6	12	–	3	16	1200	+2 Stack in Open
Tanks	8	16	–	4	20	1500	–2 to Enemy
Insurgents	4	18	Wood/Hill	4	20	Ally	+1 to Stack
Rail Guns	6	50	–	3	24	Ally	+1 to Stack
MataHaris	6	18	–	3	20	Ally	+1 to Stack
Mercenaries	6	18	Wood/Hill	4	20	Ally	+2 to Stack
Gas Teams	8	14	–	4	24	1800	Cancel Non Hero
Commandos	8	18	Wood/Hill	4	26	2000	Cancel Non Hero
Secret Agent	8	18	Fly	3	28	Temple	Cancel Hero
Specialists	9	20	Fly	4	20	Ally	+2 to Stack
Leader	6	16					

SCENARIO: FANTASY

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Leprechauns	1	12	–	5	40	5000	–3 to Enemy
Kobolds	1	22	–	1	2	10	None
Pixies	1	32	Fly	1	4	40	None
Goblins	2	16	Wood/Hill	1	3	60	None
Halflings	2	16	Hills	1	4	70	+1 Str in Hills
Imps	2	24	Fly	1	4	160	None
Siege Tools	4	12	–	3	16	1000	Siege
Humans	4	14	–	2	6	300	None
Orcs	4	12	Wood/Hill	2	5	300	None
Wood Elves	4	16	Woods	2	7	600	+3 Str in Woods
Dark Elves	4	16	–	2	7	700	+2 Str in Cities
Dwarves	5	12	Hills	2	8	800	+3 Str in Hills
Winged Folk	5	22	Fly	3	12	1000	None
Wolfriders	4	16	–	2	10	1000	None
Centaurs	4	20	–	2	11	1100	+1 Str in Open
Cyclops	5	14	–	2	12	1200	+1 Str in Woods
Cavalry	5	26	–	3	13	1300	+1 Str in Open
Undead	5	7	–	2	18	3000	None
Ogres	6	14	–	3	14	2500	None
Unicorns	5	20	–	3	14	Ally	+1 to Stack
Medusa	6	14	–	3	13	Ally	Cancel Hero
Treants	7	10	Woods	4	15	Ally	+2 to Stack
Giants	7	14	Hills	3	17	Ally	+1 to Stack
Wizards	6	70	Fly	4	20	Temple	+1 to Stack
Angles	9	26	Fly	4	24	Temple	Cancel Non Hero
Demons	9	32	Fly	4	24	Temple	Cancel Hero
Dragons	8	24	Fly	4	20	Temple	+3 to Stack
Hero	5	16					

SCENARIO: FLOODED HALLS

Unit	**Strength**	**Movement**	**Movement Bonus**	**Time to Build**	**Cost to Build**	**Cost New**	**Combat Bonus**
Scouts	1	20	Wood/Hill	1	2	20	None
Rats	1	26	–	1	1	10	None
Light Infantry	2	14	–	1	4	40	None
Goblins	2	16	Woods	1	4	40	+1 Str in Woods
Goblords	4	16	–	2	6	100	+1 Stack in Woods
Heavy Infantry	4	10	–	2	4	50	None
Slime	4	10	–	1	8	300	None
Skeletons	3	12	–	2	8	200	–1 to Enemy
Ghouls	3	14	–	3	5	500	–2 to Enemy
Wraiths	4	15	Fly	4	10	1000	–3 to Enemy
Minotaurs	5	14	–	2	12	500	None
Spiders	4	16	Woods	2	10	800	+2 Str in Cities
Iron Golems	7	12	–	3	8	700	Siege
Golems	6	12	–	3	10	1000	+1 to Stack
Giant Bats	1	26	Fly	1	3	30	None
Pegasi	5	20	Fly	3	16	1200	+1 Stack in Cities
Sphinx	7	22	Fly	3	24	Ally	+1 to Stack
Spirit Naga	7	18	Fly	3	12	Ally	+1 to Stack
Wizards	6	50	–	4	12	Ally	+1 to Stack
Worms	7	14	–	3	12	Ally	+1 to Stack
Demons	7	20	Fly	3	15	Ally	+1 to Stack
Naga	6	15	–	3	12	2000	+1 to Stack
Devils	8	16	–	4	15	Ally	Cancel Non Hero
Minolord	6	16	–	4	20	2000	+2 to Stack
Minodemon	8	22	Fly	4	26	Ally	+2 to Stack
Archons	8	16	Fly	3	15	Temple	Cancel Hero
Dragons	9	24	Fly	4	20	Ally	+2 to Stack
Hero	5	14					

SCENARIO: GLACIAL ISLANDS

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: HADESHA CAMPAIGN

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: HAND OF FATE

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: HOLY

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Missionary	1	16	Wood/Hill	1	2	10	None
Priest	2	12	–	1	5	100	None
Shepherd	2	14	–	1	3	240	+1 Stack in Hills
Barbarian	3	13	–	1	8	800	None
Atheist	4	18	–	2	8	1000	–1 to Enemy
Monk	4	18	Woods	2	4	450	+1 Str in Woods
Fundamental	4	14	–	2	10	300	+1 Str in Cities
Communist	4	18	–	2	14	500	Siege
Crusader	4	16	–	2	8	450	+1 Str in Open
Cow	4	20	Fly	2	12	900	None
Goliaths	5	16	Hills	2	10	900	+2 Str in Hills
Camel	4	24	–	2	14	1000	+3 Str in Open
Doves	1	28	Fly	1	5	30	None
Muezzin	4	12	–	2	12	1500	+3 Str in Cities
Guru	6	19	Fly	3	15	1500	+2 Str in Cities
Elephants	6	20	–	3	15	1400	+2 Stack in Open
Heretic	4	16	–	4	14	1500	Cancel Hero
Lions	4	16	Wood/Hill	2	14	2000	–2 to Enemy
Philosopher	7	16	–	3	15	1500	Cancel Non Hero
Iotola	6	20	–	3	12	Ally	+1 to Stack
Rabbi	7	20	–	4	12	Ally	+2 to Stack
Pope	7	18	–	3	12	Ally	+1 to Stack
Monkey	9	24	Fly	3	15	Temple	+1 to Stack
Brahman	7	40	–	3	15	Ally	+1 to Stack
Holy Fire	7	26	Fly	3	15	1500	Siege
Anti–Christ	9	16	Fly	3	20	Temple	Cancel Hero
Archangels	6	24	Fly	4	20	Temple	+2 to Stack
Hero	5	18					

SCENARIO: ILLURIA CAMPAIGN

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: INVASION CAMPAIGN

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	18	Wood/Hill	1	2	10	None
Light Infantry	2	16	–	1	3	50	None
Mutants	2	14	Wood/Hill	2	4	100	None
Light AFV	2	28	–	2	6	200	+1 Str in Open
Heavy Infantry	4	16	–	2	5	300	None
Jet Infantry	4	16	Fly	2	7	400	None
Rangers	4	16	Wood/Hill	2	8	450	+1 Str in Hills
Sentinels	4	18	–	3	6	450	+2 Str in Open
Heavy AFV	4	16	–	3	8	500	+2 Str in Open
Space Dogs	4	16	–	2	8	500	+1 Stack in Hills
Cyclops	5	12	Wood/Hill	2	10	800	None
Robots	5	16	–	2	10	1200	+1 Str in Cities
Vibrocannon	4	16	–	3	16	500	Siege
Drones	1	28	Fly	1	5	40	None
BEMs	5	16	Hills	3	12	1200	+1 Str in Cities
Gravtank	4	20	Fly	3	12	1000	+1 Stack in Cities
H. Gravtank	5	20	Fly	3	15	1500	+2 Str in Cities
Lazcannon	7	16	–	4	15	1500	+1 to Stack
Mortar	7	14	–	4	16	1600	–2 to Enemy
Spies	6	50	–	4	12	Ally	+1 to Stack
Giant Worms	7	16	–	3	12	Ally	+1 to Stack
Assault Sled	7	20	–	3	15	Ally	+1 to Stack
Assassin	8	16	Wood/Hill	4	15	Ally	Cancel Hero
Robotank	8	16	–	4	15	Ally	Cancel Non Hero
Brain	7	16	–	4	12	Ally	+2 to Stack
Robofighter	8	18	Fly	4	20	Temple	Cancel Hero
Spacedragon	9	22	Fly	4	20	Temple	+2 to Stack
Hero	6	15					

SCENARIO: ISLADIA CAMPAIGN

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: ISLE OF SORCERY

Unit	Strength	Move-ment	Move-ment Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: ISLE OF THE WHEEL

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: JUNGLE VALLEY

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Falcons	2	20	Fly	1	6	200	None
Giant Bats	1	32	Fly	1	5	20	None
Caveman	2	12	–	1	3	50	None
Sprites	2	14	Wood/Hill	1	4	100	None
Wild Horses	2	20	–	1	6	400	+1 Str in Open
Siege Log	2	16	–	3	16	500	Siege
Lions	5	16	Wood/Hill	2	8	400	+1 Stack in Hills
Hunters	5	16	Woods	2	7	400	+1 Str in Woods
Wolfriders	4	16	–	2	8	500	+1 Stack in Hills
Pygmies	5	12	Hills	2	7	400	+2 Str in Cities
Zebra	5	24	–	3	6	300	+1 Str in Open
Constrictor	4	16	Wood/Hill	2	7	400	None
Treeants	4	12	Woods	2	8	500	+2 Str in Woods
Minotaurs	5	14	–	2	10	700	+1 Str in Cities
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Pegasi	5	20	Fly	3	12	1300	+1 to Stack
Manticores	5	16	Fly	3	15	800	+1 Str in Cities
Unicorns	7	16	–	3	15	1500	+1 to Stack
Elephants	8	16	–	3	15	1500	–1 to Enemy
Witchdoctor	6	50	–	3	12	Ally	+1 to Stack
Giant Worms	7	12	–	3	12	Ally	+1 to Stack
Ghosts	7	16	–	3	12	Ally	+1 to Stack
Demons	7	20	Fly	3	15	Ally	+1 to Stack
Elementals	8	14	Fly	3	15	Temple	+1 to Stack
Devils	8	16	–	3	15	Ally	Cancel Non Hero
Archons	8	16	Fly	3	20	Temple	Cancel Hero
Dragons	9	22	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: KNIGHT'S ISLE

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: LANDLORDS

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Protesters	2	16	Wood/Hill	1	2	50	None
Soldier	2	16	Woods	1	2	50	None
Prisoner	2	16	–	1	2	50	None
Striker	2	16	Wood/Hill	1	2	50	None
Clerk	2	16	–	1	2	50	+1 Str in Open
Teacher	5	14	–	2	10	500	Siege
Tank	5	16	–	2	10	500	None
Police Car	4	22	–	2	10	500	+1 Str in Woods
Unionist	4	14	Wood/Hill	2	10	500	+1 Str in Hills
Lawyer	4	14	–	2	10	500	+1 Str in Open
Principal	6	14	–	3	12	800	+2 Str in Open
General	6	16	–	3	12	800	+1 Stack in Hills
Detective	6	16	Hills	3	12	800	None
Organizer	5	16	–	3	12	800	+1 Str in Cities
Senator	5	16	–	3	12	800	+2 Str in Cities
Tenant	5	20	Fly	2	20	1000	+1 to Stack
Golfers	4	16	Wood/Hill	2	14	1000	+2 Str in Cities
Fireman	6	16	–	3	14	1000	+1 to Stack
Butcher	6	16	–	3	14	1000	–1 to Enemy
F16	5	26	Fly	2	12	Ally	+1 to Stack
Security	6	18	Wood/Hill	3	12	Ally	+1 to Stack
Helicopter	2	20	Fly	1	3	50	+1 to Stack
Ambulance	6	26	–	3	12	1200	+1 to Stack
Maniac	8	14	–	4	15	Ally	+1 to Stack
Guard	8	16	–	4	15	Ally	Cancel Non Hero
Journalist	8	16	Fly	4	14	Ally	Cancel Hero
FA–18	9	26	Fly	4	16	Temple	+2 to Stack
Hero	5	14					

SCENARIO: MINOTAUR MAZE

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Rats	1	26	–	1	1	10	None
Light Infantry	2	14	–	1	4	40	None
Goblins	2	16	Woods	1	4	40	+1 Str in Woods
Goblords	4	16	–	2	6	100	+1 Stack in Woods
Heavy Infantry	4	10	–	2	4	50	None
Slime	4	10	–	1	8	300	None
Skeletons	3	12	–	2	8	200	–1 to Enemy
Ghouls	3	14	–	3	5	500	–2 to Enemy
Wraiths	4	15	Fly	4	10	1000	–3 to Enemy
Minotaurs	5	14	–	2	12	500	None
Spiders	4	16	Woods	2	10	800	+2 Str in Cities
Iron Golems	7	12	–	3	8	700	Siege
Golems	6	12	–	3	10	1000	+1 to Stack
Giant Bats	1	26	Fly	1	3	30	None
Pegasi	5	20	Fly	3	16	1200	+1 Stack in Cities
Sphinx	7	22	Fly	3	24	Ally	+1 to Stack
Spirit Naga	7	18	Fly	3	12	Ally	+1 to Stack
Wizards	6	50	–	4	12	Ally	+1 to Stack
Worms	7	14	–	3	12	Ally	+1 to Stack
Demons	7	20	Fly	3	15	Ally	+1 to Stack
Naga	6	15	–	3	12	2000	+1 to Stack
Devils	8	16	–	4	15	Ally	Cancel Non Hero
Minolord	6	16	–	4	20	2000	+2 to Stack
Minodemon	8	22	Fly	4	26	Ally	+2 to Stack
Archons	8	16	Fly	3	15	Temple	Cancel Hero
Dragons	9	24	Fly	4	20	Ally	+2 to Stack
Hero	5	14					

SCENARIO: MYTHTEC

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	18	Wood/Hill	1	2	10	None
Warrior Lt.	2	14	–	1	4	60	None
Apprentice	2	12	–	1	4	70	None
Coyote	2	20	–	1	5	200	+1 Str in Open
Serpent	4	12	–	2	5	300	None
Warrior Hvy	4	12	–	2	6	300	+1 Str in Cities
Chichimec	4	14	Wood/Hill	2	6	300	+2 Str in Hills
Quachic	4	14	–	2	6	400	None
Knight	5	14	–	2	7	500	None
Otomi	5	14	–	2	7	600	+1 Str in Cities
Jaguar Kt	6	16	Wood/Hill	3	8	700	None
Eagle Kt	6	16	Fly	3	8	800	None
Black Jaguar	6	20	–	3	10	900	None
Jaguar	6	20	Wood/Hill	3	11	1000	+1 Str in Woods
Eagle	1	28	Fly	2	3	50	None
Knight Capt.	6	16	–	3	12	1100	+1 to Stack
Great Eagle	7	22	Fly	3	13	1400	+1 Stack in Open
Conqueror	7	18	–	4	14	1400	–1 to Enemy
High Priest	7	16	–	4	15	1500	+1 to Stack
Scorpion	5	14	Wood/Hill	2	15	1500	+2 Str in Cities
2Hd. Serpent	7	12	Woods	4	15	Ally	+1 to Stack
Sorcerer	6	50	–	4	15	Ally	+1 to Stack
Death	7	16	Fly	4	20	1500	Siege
Sun God	8	16	Fly	4	20	Temple	+1 to Stack
God of War	8	16	–	4	20	Ally	Cancel Non Hero
Quetzal	6	16	Fly	4	20	Ally	Cancel Hero
Quetzalcoatl	9	22	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: NIPPON BABYLON

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Peasants	1	16	Wood/Hill	1	2	10	None
Star Pirate	2	12	–	1	3	50	None
Nausias	2	12	Wood/Hill	1	3	100	None
Kamikazes	2	20	Fly	1	5	300	+1 Str in Open
Tsunamis	3	14	–	2	5	500	Siege
Dust Motes	3	20	Woods	2	5	300	+1 Stack in Open
Mishimas	3	20	Woods	2	7	400	+1 Str in Woods
Tourists	3	18	Fly	2	7	400	+1 Str in Hills
Kabukis	4	16	–	2	5	350	+1 Str in Open
Shoguns	4	26	–	2	8	800	+2 Str in Open
Foxcats	4	20	–	2	8	500	+1 Stack in Hills
Sumos	5	16	Hills	2	10	1000	None
Robots	5	18	–	2	10	1200	+1 Str in Cities
Atom Bat	1	20	Fly	1	3	30	None
Wood Spirit	5	16	Fly	2	12	1000	+2 Str in Cities
GumdanX	5	20	Fly	3	12	1200	+1 to Stack
Insectoids	6	20	Wood/Hill	3	12	1500	+2 Str in Cities
Big Turtles	7	16	–	3	12	1500	+1 to Stack
Bullets	8	18	–	3	14	1500	–1 to Enemy
Small Boys	6	50	–	3	7	Ally	+1 to Stack
Serpents	7	16	–	3	12	Ally	+1 to Stack
Grannies	7	16	–	3	12	Ally	+1 to Stack
Ninjas	7	20	Wood/Hill	3	15	Ally	+1 to Stack
Espers	9	16	–	3	15	Ally	+1 to Stack
Tezukas	8	16	–	3	15	Ally	Cancel Non Hero
Geishas	8	16	Fly	4	20	Temple	Cancel Hero
‘Zillas	9	22	Wood/Hill	4	20	Ally	+2 to Stack
Samurais	5	14					

SCENARIO: NORSE MYTHOLOGY

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	30	None
Ravens	1	24	Fly	1	2	60	None
Light Infantry	2	12	–	1	3	100	+1 Str in Cities
Eagle Shape	2	18	Fly	1	3	200	None
Axemen	3	12	–	1	4	200	None
Warriors	3	14	–	1	4	160	None
Archers	3	14	–	1	4	240	+1 Str in Open
Dwarves	4	16	Hills	2	5	300	+1 Str in Hills
Elves	4	18	Woods	2	5	350	+1 Str in Woods
Wolfriders	4	20	Hills	2	6	400	+2 Str in Hills
Elf Cavalry	4	22	Woods	3	6	450	+2 Str in Woods
Cavalry	4	20	–	3	6	450	+2 Str in Open
Chariots	6	18	–	3	7	500	+3 Str in Open
Siege Train	4	14	–	3	10	800	Siege
Champions	5	14	–	2	5	600	None
Frost Giant	5	16	Hills	3	10	700	+2 Stack in Hills
Fire Giants	5	16	–	3	10	600	+1 Str in Cities
Gods	6	20	–	3	10	1000	+1 to Stack
Valkyries	6	20	Fly	3	7	1200	+1 to Stack
Wood Sprite	6	18	Woods	3	12	800	+1 Stack in Woods
Mtn. Sprite	6	16	Hills	3	12	800	+1 Stack in Hills
Nixies	6	16	–	3	12	1200	–1 to Enemy
Sea Demons	7	14	–	3	15	Ally	+1 to Stack
Hound Garm	8	16	–	3	15	Temple	Cancel Non Hero
Wolf Fenrir	8	14	–	4	20	Temple	Cancel Hero
W. Serpent	9	14	–	5	20	Temple	+3 to Stack
Dragons	7	18	Fly	4	15	Ally	+2 to Stack
Hero	6	16					

SCENARIO: PIRATES

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Drunk	1	14	–	1	2	10	None
Peg	3	15	–	1	4	50	None
Crew	3	17	–	1	3	100	None
Gypsy	4	20	–	2	16	400	+1 Stack in Open
Ghosthound	4	18	Wood/Hill	2	5	300	+1 to Str
Dwarf	4	16	Hills	2	7	400	Fortified
Duster	4	19	Wood/Hill	2	7	400	–1 to Enemy
Cannon	4	16	–	2	5	800	Siege
Water	5	20	Fly	3	8	500	None
Earth	5	16	Hills	2	8	500	+2 Str in Hills
Air	5	24	Fly	3	10	800	None
Fire	5	18	Woods	2	10	800	Cancel Non Hero
Ghostship	3	96	Fly	5	20	Ally	+1 to Stack
Parrot	2	20	Fly	1	5	30	None
Hook	5	18	–	3	15	1000	Fortified
Pirate	6	17	–	3	12	1200	+3 Str in Cities
Shadow	5	20	Fly	3	15	1500	Siege
Assassin	6	26	–	3	15	1500	Cancel Hero
Pegleg	5	16	–	2	12	1500	–2 to Enemy
Archon	6	18	Fly	4	12	Ally	Cancel Non Hero
Norlander	6	20	Wood/Hill	3	12	2000	+2 to Stack
Spacepirate	6	24	Fly	3	12	3000	–3 to Enemy
Devil	6	20	–	3	15	Ally	Cancel Hero
Wizard	6	50	Fly	3	15	Ally	Cancel Non Hero
Dragon	7	24	Fly	3	15	Temple	Cancel Non Hero
Ghost	8	16	Fly	3	20	Temple	Cancel Hero
First Mate	9	22	Wood/Hill	4	20	Ally	+3 to Stack
Captain	5	16					

SCENARIO: RAIN WAR

Unit	Strength	Move-ment	Move-ment Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Militia	1	16	–	1	2	10	None
Los Indios	1	16	Wood/Hill	1	5	30	+1 Stack in Woods
Reserves	2	12	–	1	3	50	None
Militia	2	16	–	1	4	200	None
Nat'l Guard	2	20	–	2	6	120	+1 Str in Open
Infantry	4	16	–	2	5	140	None
Gauchos	4	20	–	2	8	200	+1 Str in Open
Guerillas	4	16	Woods	2	8	400	+1 Str in Cities
Mercenaries	3	16	–	2	10	300	Cancel Non Hero
Airborne	4	14	Fly	2	16	500	None
Grenadiers	4	16	–	2	16	400	None
Engineers	4	14	–	2	20	500	Cancel Non Hero
Marines	5	14	–	3	16	600	None
Rangers	5	14	Hills	3	16	800	+1 to Stack
Commandos	5	16	Wood/Hill	3	18	900	+2 to Str
Cavalry	6	22	–	3	20	1000	None
Mech Infantry	6	24	–	3	20	1100	None
OH–2	3	24	Fly	3	20	400	Cancel Non Hero
T–62	7	14	–	4	16	1400	Siege
M1–A1	8	16	–	4	20	1400	Siege
Railed Guns	8	34	–	4	24	Ally	Cancel Non Hero
F–5	6	22	Fly	3	20	Ally	+1 to Stack
Cobra	7	18	Fly	3	22	Ally	Cancel Non Hero
A–8	8	28	Fly	3	26	Ally	Cancel Hero
Special Ops	9	22	Fly	4	20	Temple	+1 to Stack
A–10	8	22	Fly	4	28	Temple	+2 to Stack
Mig–21	6	26	Fly	4	20	Temple	+2 to Stack
General	6	16					

SCENARIO: RAVEN CASTLE

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: ROMAN

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Slinger	2	20	Wood/Hill	1	4	100	None
Light Cavalry	3	28	–	1	8	300	+1 Str in Open
Spearman	3	16	–	1	8	200	+1 Str in Open
Archer	3	16	Woods	1	8	300	+2 Str in Woods
Hoplite	4	12	–	1	10	500	+2 Str in Open
Legionary	4	16	–	1	10	600	+3 Str in Open
Pict	3	16	Wood/Hill	1	5	100	None
Etruscan	3	16	Hills	1	6	300	None
Hun	3	24	Wood/Hill	1	8	800	+1 Str in Open
Persian	4	20	–	1	12	800	None
Romulus	5	16	Hills	2	10	500	+1 Stack in Hills
Centurion	5	16	–	2	8	500	+1 Stack in Open
Goliath	6	12	–	2	12	1000	+2 Str in Open
Sampson	5	16	–	2	12	800	+2 Str in Cities
Mercury	2	30	Fly	1	15	60	None
Catapult	3	12	–	2	12	500	Siege
Spiderman	6	12	–	2	12	800	–1 to Enemy
Gorgon	7	16	Fly	3	15	Ally	Cancel Hero
Hannibal	8	16	Wood/Hill	3	15	1500	–1 to Enemy
Prophet	5	30	–	3	12	Ally	+1 to Stack
Siege Tower	6	16	–	3	16	1500	Siege
Hades	7	16	Wood/Hill	3	15	Ally	+1 to Stack
Pluto	7	20	Fly	3	15	Ally	+1 to Stack
Minotaur	7	16	–	3	15	Ally	Cancel Non Hero
Nero	6	16	–	3	15	Temple	Cancel Hero
Neptune	9	20	–	4	20	Temple	+2 to Stack
Sol	8	15	Fly	4	20	Temple	+1 to Stack
Hero	5	16					

SCENARIO: RULE BRITANNIA!

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Clansman	1	15	Hills	1	2	10	None
Kern	1	15	Woods	1	2	10	None
Borderer	2	12	Wood/Hill	1	4	60	None
Cavalry	2	15	–	1	5	100	+1 Str in Open
Ranger	2	12	Wood/Hill	1	4	100	–1 to Enemy
Spearman	2	18	Woods	1	6	120	+1 Str in Woods
Fusilier	2	12	–	1	4	90	Siege
Black Watch	4	12	Wood/Hill	2	10	400	+2 Str in Open
Grenadier	4	16	–	2	7	160	+2 Str in Open
Dragoon	4	18	–	2	9	450	+1 Str in Open
24th Foot	4	16	–	2	10	300	Fortified
Tracker	4	16	Wood/Hill	2	8	200	None
Cannon	5	12	–	3	12	600	–2 to Enemy
Gunner	5	8	–	3	10	350	Siege
Scots Horse	4	20	–	2	10	300	–1 to Enemy
60th Foot	4	12	–	2	9	350	+1 Str in Open
Horse Guard	4	22	–	2	12	300	None
Mephisto	7	20	–	4	20	Ally	+1 to Stack
Cockatrice	6	16	Fly	4	16	Ally	+1 to Stack
Rob Roy	6	16	Wood/Hill	4	14	Ally	+2 to Stack
Fairy	4	40	Fly	4	12	Ally	+1 to Stack
Merlin	8	16	–	5	20	Ally	+1 to Stack
Iceman	7	15	–	4	22	Ally	+2 to Stack
Leprechaun	7	16	–	4	20	Ally	+1 to Stack
Crusader	8	16	–	5	22	Ally	Cancel Non Hero
Rock Giant	7	12	Hills	4	18	Ally	–1 to Enemy
Sibyl	9	16	Fly	5	28	Temple	Cancel Hero
Hero	5	16					

SCENARIO: RUSSIA

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Peasants	1	20	Woods	1	2	30	None
Conscripts	2	14	–	1	4	50	None
Skirmishers	2	14	Wood/Hill	1	6	80	None
Partisans	2	16	Wood/Hill	1	7	100	+1 Str in Woods
Cavalry	2	26	–	2	7	120	+1 Str in Open
Aeroplanes	3	20	Fly	2	16	200	+1 Str in Open
Infantry	4	14	–	2	8	200	None
Marines	4	15	–	2	9	260	+1 Str in Open
Pioneers	4	16	Hills	2	10	260	Fortified
Kulaks	4	16	–	2	12	240	+1 Stack in Open
Fusiliers	4	16	–	2	10	240	+1 Str in Woods
Cossacks	4	28	–	3	14	350	+2 Str in Open
Legionnaire	5	16	Hills	3	12	450	+1 Str in Cities
Guards	5	18	–	3	12	600	+1 Str in Open
Mercenaries	6	18	–	3	16	800	None
Machine Guns	5	16	–	3	14	700	–1 to Enemy
Siege Guns	5	14	–	4	12	700	Siege
Field Guns	6	14	–	3	16	1000	+2 Stack in Open
Assassin	6	14	–	3	16	Ally	Cancel Hero
Tank	8	16	–	3	20	1500	Cancel Non Hero
Officers	6	18	–	3	16	1500	+1 to Stack
Armd Train	6	50	–	4	24	Ally	+1 to Stack
Poison Gas	8	16	–	3	24	1800	Cancel Non Hero
Commissar	8	18	–	4	16	1500	Cancel Hero
Metropolitn	8	18	–	3	16	Ally	+1 to Stack
Rasputin	9	20	–	4	20	Ally	+2 to Stack
Sturmovik	7	30	Fly	4	18	Temple	+2 to Stack
Hero	6	16					

SCENARIO: SELENTIA

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: SEVERUS

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Spearman	1	18	–	1	2	10	None
Tribesman	2	16	Wood/Hill	1	2	50	None
Numeri	2	16	Hills	1	3	70	None
Slinger	2	16	Hills	1	4	100	None
Light Cavalry	2	26	–	2	5	200	+1 Str in Open
Berserker	3	18	Wood/Hill	2	5	200	None
Auxilia	4	16	–	2	5	400	None
Archer	4	16	–	2	5	400	+1 Str in Woods
Exploratore	4	22	Wood/Hill	2	5	500	+1 Str in Woods
Legionary	4	18	Hills	2	6	500	None
Hvy Cavalry	4	22	–	2	7	500	+1 Str in Open
Battle Lord	4	16	Wood/Hill	2	7	500	None
Wolf Brother	4	18	Wood/Hill	2	7	600	+2 Str in Woods
War Chariot	4	20	–	3	8	600	+1 Stack in Open
Pegasi	3	34	Fly	2	8	500	None
Catapault	5	14	–	3	10	800	Siege
Siege Tower	6	20	–	4	12	1500	Siege
Griffin	4	20	Fly	3	8	600	+2 Str in Cities
Giant	5	16	Hills	3	12	Ally	+1 to Stack
Druid Mage	6	30	Fly	4	15	Ally	+1 to Stack
Son of Llyr	5	18	–	3	12	Ally	+1 to Stack
Fomorian	6	20	Hills	3	14	Ally	+1 to Stack
Wild Hunter	6	18	Wood/Hill	3	15	Ally	+1 to Stack
Heroic Dead	7	20	Wood/Hill	4	17	Temple	Cancel Non Hero
Demi–God	8	36	Fly	4	18	Ally	Cancel Hero
Goddess	9	36	Fly	4	18	Temple	+2 to Stack
God	9	36	Fly	4	20	Temple	+3 to Stack
Hero	5	18					

SCENARIO: SPECTREMIA

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Rangers	1	30	Wood/Hill	1	2	20	None
Lizard Men	3	8	–	1	4	50	+1 Str in Cities
New Orcs	2	12	–	1	4	50	+1 Str in Cities
Hoplites	2	16	–	1	4	50	+1 Str in Open
Skirmishers	2	16	Wood/Hill	1	4	50	None
Ogres	4	14	–	2	10	500	+2 Str in Cities
Killer Apes	4	18	–	2	10	500	+2 Str in Open
Werewolves	4	20	Wood/Hill	2	10	500	None
Beast Rider	4	22	–	2	10	500	None
Morphite	4	16	Fly	3	14	1000	+2 Str in Cities
Pterosaurs	5	22	Fly	3	14	1000	+2 Str in Open
Hawkmen	5	28	Fly	3	14	1000	None
Mad Mutants	7	24	Wood/Hill	3	14	700	None
Lancers	6	20	–	3	16	700	+2 Str in Open
Raptors	6	28	–	3	16	700	+3 Str in Open
Juggers	5	16	–	3	16	1000	+3 Str in Cities
Siege Train	5	16	–	3	16	1000	Siege
War Eagles	1	20	Fly	1	6	30	None
Witch	7	24	Fly	4	24	Ally	+1 to Stack
Warlock	7	24	Fly	4	24	Ally	+1 to Stack
Vat Monster	7	24	–	4	24	2000	–1 to Enemy
Death Motes	7	24	–	4	24	Ally	+1 to Stack
Dopplegang	6	24	–	4	24	Ally	Cancel Hero
Darkspawn	6	24	–	4	24	Ally	Cancel Non Hero
Leviathan	9	16	–	5	40	Ally	Cancel Non Hero
Death Lord	9	20	Fly	5	40	Temple	Cancel Hero
Dragons	9	24	Fly	5	40	Temple	+2 to Stack
Hero	5	14					

SCENARIO: SPIDER QUEEN

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: SPINDLE ISLE

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Bolt	1	50	Fly	1	10	1500	+1 Str in Open
Goblins	2	14	Wood/Hill	1	2	30	None
Waterling	2	20	–	1	4	100	None
Windling	2	14	Fly	1	4	300	None
Rockling	3	12	Hills	1	4	200	+1 Str in Hills
Fireling	2	14	–	1	4	180	+1 Str in Open
Sea Knights	4	18	–	2	4	40	None
Wind Knights	4	14	Fly	2	6	100	None
Fire Knights	5	14	–	2	6	100	+2 Str in Open
Treefolk	5	10	Woods	2	7	400	+3 Str in Woods
Roc Knights	6	10	Hills	2	4	200	+2 Str in Hills
Swamp Slime	4	10	Woods	2	6	160	–1 to Enemy
Fire Bat	1	18	Fly	1	3	30	None
Firethrower	3	12	–	3	12	1000	Siege
Goblords	6	14	Wood/Hill	3	18	1800	+1 Str in Cities
Lightning	5	14	Fly	3	10	700	+1 to Stack
Fireball	5	14	Fly	3	12	500	+2 Stack in Open
Shockling	5	26	Wood/Hill	2	16	1500	–1 to Enemy
Sealords	7	22	–	3	12	Ally	+1 Stack in Open
Rocklords	8	18	Hills	3	20	Ally	+1 to Stack
Treelords	7	12	Woods	3	12	Ally	+1 to Stack
Swamplords	7	12	–	3	12	Ally	Cancel Hero
Lightlords	7	20	–	3	16	Ally	+1 to Stack
Flamelords	7	16	–	3	14	Ally	+1 to Stack
Windlords	7	16	Fly	3	18	Ally	+1 to Stack
Shadow	8	18	Fly	4	20	Ally	Cancel Non Hero
Dragons	9	24	Fly	4	20	Temple	+3 to Stack
Hero	5	14					

SCENARIO: STAR

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: THE FALL OF ROME

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Legions	2	14	–	1	3	200	None
Druids	2	16	Woods	1	5	400	+3 Str in Woods
Barbarians	3	16	Hills	1	6	600	+1 Str in Hills
Archers	2	12	–	1	8	240	Fortified
Chariots	2	20	–	2	13	450	+2 Str in Open
Vikings	3	14	Wood/Hill	2	7	700	–1 to Enemy
Cavalry	3	24	–	2	12	500	None
Catapults	3	16	–	3	15	700	Siege
Centurions	4	16	–	2	6	300	None
Gladiators	4	14	–	2	12	500	+1 Str in Cities
Knights	5	24	–	3	20	700	+2 Str in Open
Cyclops	5	18	Hills	2	12	1200	+2 Stack in Hills
Goliaths	6	20	–	3	16	1000	None
Argonaughts	7	18	–	4	18	Ally	+1 to Stack
Huns	4	26	Wood/Hill	3	10	1100	+2 Str in Cities
Hydrae	8	12	–	4	15	Ally	Cancel Hero
Messengers	1	40	Fly	1	8	260	None
Elephants	7	16	–	4	22	1600	–2 to Enemy
Gorgons	5	22	Fly	3	22	1500	+2 Str in Cities
Lions	5	18	–	3	24	2500	–3 to Enemy
Siege Tower	7	18	–	3	20	1500	Siege
Minotaurs	6	14	–	3	12	1600	Cancel Hero
Prophets	6	36	–	3	10	Ally	+1 to Stack
Titans	9	12	–	3	28	Ally	+1 to Stack
Demi–Gods	8	20	Fly	3	24	Ally	Cancel Non Hero
Chimeras	7	20	Fly	3	26	Ally	+1 to Stack
Gods	9	24	Fly	4	30	Temple	+2 to Stack
Hero	6	18					

SCENARIO: THE VALE

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Wood Scout	2	18	Woods	1	2	20	+2 Stack in Woods
Light Infantry	3	16	–	1	4	50	+1 Stack in Open
Rats	2	26	–	1	2	20	+1 Stack in Open
Goblin	2	16	Hills	1	4	40	+1 Stack in Hills
Ghoul	4	14	–	2	5	50	+2 Stack in Hills
Slime	4	14	–	2	8	100	None
Goblin Lord	5	16	Hills	2	7	140	+3 Stack in Hills
Heavy Infantry	4	14	–	2	5	160	+1 Stack in Open
Iron Golem	7	15	Hills	3	9	700	+1 Stack in Hills
Skeleton	5	16	Fly	3	9	800	–1 to Enemy
Minotaur	6	18	Wood/Hill	3	14	500	+2 Stack in Hills
Golem	6	16	Hills	3	10	700	+2 to Stack
Spiders	5	16	Woods	2	16	1200	+2 Str in Cities
Pegasi	6	20	Fly	3	18	1500	+1 Stack in Cities
Fire Bat	2	24	Fly	1	4	40	None
Wraith	6	15	Fly	4	10	1000	–3 to Enemy
Battle Worm	7	16	–	4	12	Ally	+1 to Stack
Demon	7	20	–	4	15	Ally	+2 to Stack
Spirit Nara	8	18	Fly	4	12	Temple	+2 to Stack
Worlock	6	56	–	4	12	Ally	+2 to Stack
Demon Lord	8	18	–	4	15	Ally	Cancel Non Hero
Archon	8	16	Fly	4	15	Temple	Cancel Hero
Minolord	6	16	–	3	20	1200	+2 to Stack
Minodemon	8	22	Fly	4	26	Temple	+2 to Stack
Sphinx	8	22	Fly	4	24	Temple	+2 to Stack
Nara	8	20	Fly	3	12	Temple	+3 to Stack
Dragon	9	28	Fly	4	20	Temple	+3 to Stack
Hero	6	16					

SCENARIO: THE WELL

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: TRANSYLVANIA

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	18	Wood/Hill	1	1	20	None
Men at Arms	2	12	–	1	3	30	None
Footsoldier	4	14	Wood/Hill	2	4	70	None
Pikemen	4	14	–	2	6	100	+1 Str in Open
Goyneurs	4	14	–	2	8	160	+2 Str in Open
Light Cavalry	4	22	Hills	2	8	400	None
Crossbowmen	4	14	Wood/Hill	2	10	180	+3 Str in Open
Longbowmen	4	16	Woods	2	10	350	+2 to Str
Knights	4	20	Hills	2	12	500	+3 Str in Open
Siege Train	4	14	–	3	14	400	Siege
Artillerist	5	16	Hills	3	16	600	Siege
Mercenaries	5	16	Wood/Hill	3	16	500	+1 Str in Woods
Monks	5	14	–	3	16	500	+1 Str in Cities
Plague Rats	5	16	Wood/Hill	3	17	600	–1 to Enemy
Trolls	6	16	Wood/Hill	3	18	1200	–2 to Enemy
Harpies	3	24	Fly	2	4	50	None
War Bats	6	18	Fly	4	20	2000	–3 to Enemy
Necromancer	7	16	–	4	15	Ally	+1 to Stack
Inquisitors	7	12	–	4	15	Ally	+1 to Stack
Wizards	7	14	–	4	12	Ally	+1 to Stack
Gargoyles	7	16	Fly	4	12	Ally	+1 to Stack
Succubi	7	20	Fly	4	12	Ally	+1 to Stack
Werewolves	7	16	–	4	15	Ally	+1 to Stack
Mummies	7	18	–	4	15	Ally	Cancel Hero
Frankens	7	20	–	4	15	Ally	Cancel Non Hero
Vampir	9	30	Fly	4	20	Temple	+2 to Stack
Nosferatu	9	50	Fly	4	20	Temple	+3 to Stack
Hero	6	16					

SCENARIO: TRUCKS

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Workers	1	16	Wood/Hill	1	2	10	None
UltraLight	1	18	Fly	1	5	40	None
Formen	2	16	–	1	4	50	None
Pickup	4	16	–	2	5	160	None
Taxi	4	16	–	2	7	300	+1 Str in Cities
Wrecker	4	14	–	3	12	400	Siege
Mini Van	4	14	–	2	6	450	+1 Str in Cities
4x4	4	16	Hills	3	7	500	+1 Str in Hills
Trash Truck	4	20	–	3	8	600	+1 Str in Cities
Dump Truck	5	14	–	2	8	700	None
Mixer	5	14	–	3	9	800	+1 Str in Open
Loader	5	16	–	3	9	900	+1 to Str
Bus	6	14	–	3	11	1100	None
Fire Truck	5	20	–	3	12	Ally	+1 to Stack
Grader	6	14	–	3	12	1000	+1 Str in Hills
Police Car	6	20	–	3	13	Ally	+1 to Stack
Back Hoe	6	14	–	3	13	1300	+1 to Stack
Limo	6	16	–	3	14	1400	Cancel Hero
Tank Truck	7	16	–	3	12	1500	+1 Stack in Open
Bulldozer	7	14	–	4	15	1600	Siege
Steam Roller	7	14	–	3	15	1800	+2 Str in Open
Ice Cream Van	7	14	–	3	10	Ally	Cancel Non Hero
Ballon	6	20	Fly	3	10	1500	–1 to Enemy
Blimp	7	18	Fly	3	16	Temple	+1 to Stack
Sports Car	6	24	–	3	15	Ally	+1 to Stack
Light Plane	8	34	Fly	4	18	Temple	+1 to Stack
Helicopter	9	30	Fly	4	20	Temple	+1 to Stack
Developer	5	18					

SCENARIO: TWIN TOWERS

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scouts	1	20	Wood/Hill	1	2	20	None
Light Infantry	2	16	–	1	3	50	None
Orcish Mob	2	16	Wood/Hill	1	4	70	+2 Str in Open
Light Cavalry	3	24	–	1	10	300	+1 Str in Open
Heavy Infantry	3	12	–	1	6	300	+1 Str in Open
Pikemen	4	8	–	1	8	500	+2 Str in Open
Archers	3	16	Woods	1	7	400	+1 Str in Woods
Wolfriders	4	16	Wood/Hill	2	8	500	+1 Str in Hills
Dwarves	4	8	Hills	1	7	400	+2 Str in Hills
Minotaurs	5	12	–	2	12	800	+1 Str in Cities
Giants	5	20	Hills	2	12	800	+1 Str in Open
Spiders	5	12	–	2	12	1000	+2 Str in Cities
Heavy Cavalry	5	24	–	2	12	600	+2 Str in Open
Catapults	4	16	–	3	16	1000	Siege
Elephants	8	16	–	3	15	1500	–1 to Enemy
Giant Bats	1	28	Fly	1	5	30	None
Pegasi	5	24	Fly	2	15	1000	+1 to Stack
Griffins	6	24	Fly	2	15	1200	+2 Str in Cities
Giant Worms	7	12	–	3	15	Ally	+1 to Stack
Ghosts	7	20	–	3	15	Ally	+1 to Stack
Wizards	6	50	–	4	15	Ally	+1 to Stack
Unicorns	8	16	–	4	15	1500	–2 to Enemy
Elementals	8	12	–	3	15	Ally	+1 to Stack
Devils	8	20	–	4	15	Ally	Cancel Non Hero
Demons	7	24	Fly	4	15	Temple	+1 to Stack
Archons	8	20	Fly	4	20	Temple	Cancel Hero
Dragons	9	28	Fly	4	20	Temple	+2 to Stack
Hero	5	16					

SCENARIO: WAR OF POWERS

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Ranger	1	26	Wood/Hill	1	2	10	None
Archer	2	16	Wood/Hill	1	4	80	+1 Stack in Woods
Fighter	3	14	–	1	5	100	None
Assassin	3	16	–	2	8	400	Cancel Hero
Knight	4	24	–	2	8	400	+2 Str in Open
Dwarf	4	16	Hills	2	10	300	+2 Str in Hills
N.Barbarian	4	18	–	2	10	300	+2 Str in Open
Spider	4	18	Woods	2	8	200	+1 Str in Woods
Death Knight	5	18	–	2	10	500	+3 Str in Open
Faran Folk	4	24	Woods	3	10	240	+2 Str in Woods
Wiccan	5	22	Wood/Hill	3	15	500	+2 Stack in Woods
Skeleton	5	16	–	2	10	800	+1 Str in Cities
Spirit	5	30	Fly	3	12	1000	+2 Str in Cities
Giant Bat	1	30	Fly	1	2	20	None
Wizard	5	20	–	3	15	700	+2 Stack in Open
Siege Engn.	3	16	–	2	6	500	Siege
Pegasi	6	24	Fly	3	11	800	None
Mage	5	16	–	3	15	2000	+2 to Stack
Guardian	6	36	–	3	15	2000	–3 to Enemy
A.Elemental	7	28	Fly	3	20	Ally	+1 to Stack
Lich	7	16	–	4	20	Ally	+2 to Stack
E.Elemental	7	14	Wood/Hill	4	20	Ally	+2 to Stack
W.Elemental	7	20	–	5	20	Ally	+2 to Stack
Daemon	8	24	Wood/Hill	3	20	Temple	Cancel Non Hero
Archon	8	20	Fly	5	20	Temple	Cancel Hero
F.Elemental	7	26	Fly	5	20	Ally	+3 to Stack
Dragon	9	30	Fly	5	26	Ally	+3 to Stack
Hero	5	20					

SCENARIO: WARTHOGS II

Unit	Strength	Move-ment	Move-ment Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Fleas	1	20	Wood/Hill	1	4	70	None
Ducks	1	24	Fly	1	4	140	None
Liver Fluke	1	20	–	1	4	200	–1 to Enemy
Flies	1	30	Fly	1	6	100	None
Centipedes	2	26	Wood/Hill	2	7	180	+1 Str in Open
Piglets	2	18	–	1	4	180	None
Mites	2	20	–	1	5	200	+1 Str in Open
Snakes	4	16	Wood/Hill	2	5	450	None
Dogs	4	16	–	2	7	350	None
Pigs	4	16	–	2	5	300	None
Rats	4	18	Woods	2	7	140	None
Fat Pigs	4	16	Woods	2	6	500	+1 Str in Cities
Tapeworms	4	14	Wood/Hill	2	14	260	+1 Stack in Cities
Porkers	5	16	Wood/Hill	3	11	800	+1 Stack in Open
Sows	4	16	–	2	9	700	+2 Stack in Cities
Ticks	2	18	–	2	14	500	–2 to Enemy
Fruit Flies	2	22	Fly	2	10	160	None
Slime	4	16	–	3	6	450	–1 to Enemy
Mosquitos	2	26	Fly	1	11	280	None
Ferrets	3	20	–	3	13	800	Siege
Swine Flu	4	12	Fly	3	8	Temple	+1 to Stack
Fever	5	20	–	3	22	Temple	Cancel Hero
Hogs	7	14	–	4	15	Ally	Cancel Non Hero
Boars	8	16	–	4	20	Ally	+1 to Stack
Razorbacks	6	16	Wood/Hill	4	16	Ally	+2 to Stack
Warthogs	9	18	–	4	22	Ally	+2 to Stack
Aeropigs	4	18	Fly	3	13	Ally	+2 to Stack
Boss Hog	6	14					

SCENARIO: WATERLOO

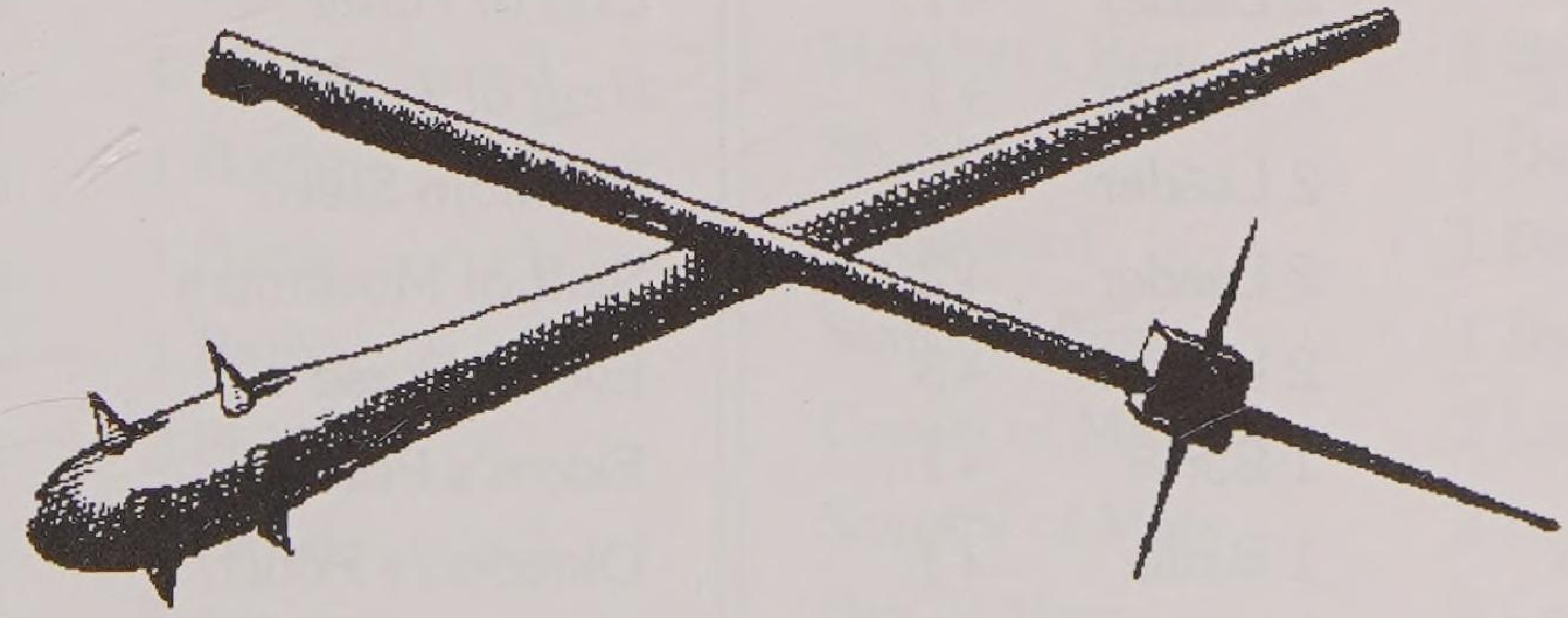
Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Militia	1	18	Wood/Hill	1	2	20	None
Fusilier	2	14	–	1	3	60	None
Grenadier	2	14	Wood/Hill	1	4	100	None
Lancer	3	26	–	2	6	350	+1 Str in Open
Musketeer	4	16	–	2	16	500	Siege
Flanqeur	4	18	–	2	5	300	None
Avant–Garde	4	16	Woods	2	7	400	+1 Str in Woods
Foot Art.	4	16	Hills	2	7	400	+1 Str in Hills
Adjutant	4	18	–	3	5	400	+1 Str in Open
Dragoon	4	16	–	2	8	500	+2 Str in Open
Marauder	4	16	–	2	8	500	+1 Stack in Hills
Pioneer	5	16	Hills	2	10	800	None
Partisan	5	16	–	2	10	800	+1 Str in Cities
A.de–Camp	5	14	–	2	12	1000	Cancel Hero
C.Pigeon	1	30	Fly	1	5	50	None
Hussar	5	20	–	3	12	1000	+1 to Stack
Diplomat	6	28	Fly	3	15	1200	None
Cossack	7	16	Wood/Hill	3	15	1300	+1 to Stack
Swiss Guard	8	16	–	3	15	1500	–1 to Enemy
S.Cullottes	6	50	–	3	12	Ally	+1 to Stack
Aristocrat	7	16	–	3	12	Ally	+1 to Stack
S.Pimpernel	7	34	Wood/Hill	4	12	Ally	+1 to Stack
Jacobin	7	20	–	3	15	Ally	+1 to Stack
Guillotine	8	14	–	3	15	Ally	+1 to Stack
Robespierre	8	16	–	3	15	Ally	Cancel Non Hero
M.Antoine't	8	16	–	3	20	Temple	Cancel Hero
Louis XVI	9	22	–	4	20	Temple	+2 to Stack
Hero	5	14					

SCENARIO: ZULU

Unit	Strength	Movement	Movement Bonus	Time to Build	Cost to Build	Cost New	Combat Bonus
Scout	1	20	Wood/Hill	1	1	10	None
Irregular	2	18	–	1	3	60	None
Fusileer	2	16	–	2	4	100	Fortified
Cavalry	2	24	–	1	6	300	+1 Str in Open
Signals	4	16	–	2	16	350	Siege
Heavy Infantry	4	14	–	2	5	160	+2 Str in Cities
Gattling	5	16	–	2	8	500	None
Skirmisher	4	16	Wood/Hill	2	7	400	None
Guardsman	5	16	–	3	5	400	–1 to Enemy
Dragoon	4	24	–	2	10	600	+2 Str in Open
Mountaineer	5	16	Hills	2	8	700	+1 Stack in Hills
Sapper	5	16	Hills	2	10	700	None
Sniper	7	16	Woods	3	10	800	None
Stormtroops	6	20	–	4	12	900	–1 to Enemy
Balloon	1	24	Fly	1	5	60	None
Light Horse	6	16	–	3	12	600	+1 Str in Open
Emissary	6	30	Fly	3	16	1200	None
Observer	7	20	Hills	3	15	1400	+1 to Stack
Medic	7	26	–	4	15	1400	–1 to Enemy
Artillery	6	14	–	3	12	1500	Siege
Bomb	7	16	–	4	16	1500	+1 to Stack
Spy	7	16	–	4	16	Temple	+1 to Stack
Informant	7	20	–	3	18	Temple	+1 to Stack
Witchdoctor	8	20	Wood/Hill	4	15	Temple	+1 to Stack
Sabatoeur	8	16	–	4	15	Temple	Cancel Non Hero
Missionary	8	24	–	4	20	Temple	Cancel Hero
Morse Code	9	18	Fly	4	20	Temple	+2 to Stack
Hero	5	14					

Appendix C

Items Lists by Scenario



POWERS

1=Add to a Hero's battle strength.
2=Add to the combat strength of a group.
3=Allow a group to fly.
4=Double a group's movement.
5=Add to the income of every city owned by a side.

200 BC

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

ALTAIR

Item Name	Power	Bonus
Monofilament Sword	1 Battle	+1
Laser–Axe	1 Battle	+1
Blaster	1 Battle	+1
Bodyguard	1 Battle	+2
Combat Armour	1 Battle	+2
Gauss Rifle	1 Battle	+2
Powered Armour	1 Battle	+3
Tactical Computer	2 Leader	+1
IR Scanner	2 Leader	+1
Motion Detector	2 Leader	+1
Electric Guitar	2 Leader	+1
Morale Drug	2 Leader	+2
Artillery Support	2 Leader	+2
Air Support	2 Leader	+3
Cyberspurs	1 Battle	+1
Laser Pistol	1 Battle	+1
Psionic Helmet	1 Battle	+2
Holy Hand Grenade	1 Battle	+2
Plasma Rifle	1 Battle	+3
Really Big Rock	1 Battle	+1
Smg w/ apdsdp	1 Battle	+1
Laser Shield	1 Battle	+2
Grav Belt	3 Flying	
Battle Dress	1 Battle	+3
Flying Suit	3 Flying	
Rocket Boots	3 Flying	
Land Speeder	3 Flying	
Spring Shoes	3 Flying	
Flying Mutation	3 Flying	
Haste Pills	4 Movement	
Wired Reflexes	4 Movement	
Time Distorter	4 Movement	
Rocket Cycle	4 Movement	
Mustang Convrtble	4 Movement	
Bag o' Money	5 Gold	+2 gp
Gold Synthesizer	5 Gold	+2 gp
Treasure Map	5 Gold	+4 gp
Pocket Genie	5 Gold	+4 gp
Crystite Mine	5 Gold	+6 gp

AMERICA

Item Name	Power	Bonus
Firesword	1 Battle	+1
Ice Spear	1 Battle	+1
Inca Spear	1 Battle	+1
Manitou's Bow	1 Battle	+2
Six Shooter	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Mars	2 Leader	+1
Sceptre of Mars	2 Leader	+1
Orb of Mars	2 Leader	+1
Blood Red Banner	2 Leader	+1

Item Name	Power	Bonus
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

ARTHURIAN BRITAIN

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Ryon's Sword	1 Battle	+1
Percival's Sword	1 Battle	+2
Balin's Sword	1 Battle	+2
Galatine Sword	1 Battle	+2
Excalibur	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Morgan's Horn	2 Leader	+2
Lyonesse Ring	2 Leader	+2
Holy Grail	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Priamus' Balm	1 Battle	+1
Silver Shield	1 Battle	+1
Serpent's Skin	1 Battle	+2
Morgan's Mantle	1 Battle	+2
Galahad's Shield	1 Battle	+3
Wings of Flying	3 Flying	

Item Name	Power	Bonus
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Helyes' Book	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

BABE WAR

Item Name	Power	Bonus
Passionsword	1 Battle	+2
Icesword	1 Battle	+2
Amulet of Light	1 Battle	+1
Amulet of Dark	1 Battle	+1
Lightsword	1 Battle	+3
Darksword	1 Battle	+3
Staff of Glory	2 Leader	+1
Diana's Crown	2 Leader	+1
Diana's Sceptre	2 Leader	+1
Diana's Belt	2 Leader	+1
Flower Banner	2 Leader	+1
Horn of Ice	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Lust	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Rage	1 Battle	+1
Berserker Crown	1 Battle	+2
Gem of Fire	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Dryad Nectar	2 Leader	+2
Lock of Chastity	1 Battle	+2
Chimes of Virtue	1 Battle	+2
Armor of Diana	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Butterfly Wings	3 Flying	
Boots of Fire	4 Movement	
Cup of Light	4 Movement	
Ring of Icewater	4 Movement	
Dark Steed	4 Movement	
Staff of Speed	4 Movement	
Everful Purse	5 Gold	+2 gp
Diana's Pouch	5 Gold	+2 gp
Silvermoon's Bag	5 Gold	+4 gp
Purse of Eternity	5 Gold	+4 gp
Gem of Purity	5 Gold	+6 gp

CALADOR

Item Name	Power	Bonus
Red Star Dagger	1 Battle	+1
LifeMace	1 Battle	+2
Dyrlath's Sabre	2 Leader	+1
Dragontooth Sword	1 Battle	+1
Dragonscale Armor	1 Battle	+1
Sword of Trantan	1 Battle	+2
Claw of Tarkhen	1 Battle	+3
Calados' Dagger	2 Leader	+3
Caladorian Orb	2 Leader	+1
Crown of Calador	2 Leader	+1
Royal Sceptre	2 Leader	+1
Dragonscale Token	2 Leader	+2
Sheath of Power	1 Battle	+2
Warblus' Staff	1 Battle	+1
Wind Barge	3 Flying	
Kelym's Standard	1 Battle	+1
Liege's Helm	1 Battle	+2
Lyon Pendant	1 Battle	+1
Royal Robes	2 Leader	+1
Desert Ring	2 Leader	+1
Helm of Klanar	1 Battle	+1
ForceWall	1 Battle	+1
Shield of Faith	1 Battle	+2
Armor of Flame	1 Battle	+3
Red Raven Staff	3 Flying	
Red Raven Spear	2 Leader	+2
Dragon Wing Scale	3 Flying	
Wings of Fire	3 Flying	
Elexia's Glider	3 Flying	
Journey Ring	4 Movement	
Travellor Device	4 Movement	
Divine Wind	4 Movement	
Stone Mount	4 Movement	
Staff of Selenia	4 Movement	
Wealth Gauntlet	5 Gold	+2 gp
Prosperity Ring	5 Gold	+2 gp
Sickle of Seasons	5 Gold	+4 gp
Druid's Blessings	5 Gold	+4 gp
GoldClone Device	5 Gold	+6 gp

CHESCIV

Item Name	Power	Bonus
Six Gun	1 Battle	+1
Long Rifle	1 Battle	+1
Old Musket	1 Battle	+1
Gatling Gun	1 Battle	+2
Mortar	1 Battle	+2
Sniper Rifle	1 Battle	+2
Big Cannon	1 Battle	+3
Commanding Stare	2 Leader	+1
Yankee Ingenuity	2 Leader	+1
Rebel Know–how	2 Leader	+1
Skill in Battle	2 Leader	+1

Item Name	Power	Bonus
Superior Tactics	2 Leader	+2
Winning Strategy	2 Leader	+2
General's Sabre	2 Leader	+3
Derringer	1 Battle	+1
Dueling Pistol	1 Battle	+1
Henry Rifle	1 Battle	+2
Winchester	1 Battle	+2
General's Sword	1 Battle	+3
Brooks' Cane	1 Battle	+1
Metal Breastplate	1 Battle	+1
Leather Whip	1 Battle	+2
Hangman's Noose	1 Battle	+2
General's Pistol	1 Battle	+3
Hot Air Balloon	3 Flying	
Hot Air Balloon	3 Flying	
Hot Air Balloon	3 Flying	
Hot Air Balloon	3 Flying	
Hot Air Balloon	3 Flying	
Cavalry Steed	4 Movement	
HorselessCarriage	4 Movement	
Trusty Horse	4 Movement	
Fiery Stallion	4 Movement	
Railway Ticket	4 Movement	
Money Bag	5 Gold	+2 gp
Sack of Silver	5 Gold	+2 gp
Chest of Gold	5 Gold	+4 gp
War Bond	5 Gold	+4 gp
Steady Economy	5 Gold	+6 gp

CHESSBOARD

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	

Item Name	Power	Bonus
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

CIVIL WAR

Item Name	Power	Bonus
King's Crown	2 Leader	+3
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

DANTE'S INFERNO

Item Name	Power	Bonus
Shroud of Turin	2 Leader	+2
True Cross	2 Leader	+1
Holy Grail	2 Leader	+3
Robe of Christ	2 Leader	+1
Thorny Crown	2 Leader	+1
Fiery Trident	1 Battle	+1
Cenatur's Bow	1 Battle	+1
Charon's Oar	4 Movement	
Demon's Rake	1 Battle	+2
Book of Minos	2 Leader	+1
Word of Power	2 Leader	+2
Lord's Blessing	2 Leader	+1
Bow of Philos	1 Battle	+1
Bow of Nessus	1 Battle	+1
Sword of Chiron	1 Battle	+1
Hoarder's Stash	5 Gold	+4 gp
Phlegyas' Oar	4 Movement	
Minotaur's Axe	1 Battle	+1
Demon Escort	4 Movement	
Belzecue's Hook	1 Battle	+2
Hellkin's Spike	1 Battle	+1
Geryon Escort	3 Flying	
Wings of Angels	3 Flying	
Rope Girdle	2 Leader	+1
Arc of Covenant	2 Leader	+3
Dead Sea Scrolls	2 Leader	+1
Cup of Wrath	2 Leader	+2
Serpent's Fangs	1 Battle	+1
Horn of Joshua	2 Leader	+1
Staff of Moses	2 Leader	+2
Heavenly Escort	4 Movement	
Dante's Map	4 Movement	
Treasure of Dis	5 Gold	+2 gp
Gold of Thieves	5 Gold	+2 gp
Staff of Virgil	2 Leader	+1
Cato's Toga	2 Leader	+1
Boat of Souls	4 Movement	
Maul of Giants	1 Battle	+1
Beelzebub's Wings	3 Flying	

DARK CONTINENT

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1

Item Name	Power	Bonus
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

DIPTHAR

Item Name	Power	Bonus
Firesword	1 Battle	+1
Wand of Healing	2 Leader	+1
Wizardry Sword	2 Leader	+1
Bow of Wham	1 Battle	+2
Pointy Stick	1 Battle	+2
Big Blunt Object	1 Battle	+2
Staff of Might	1 Battle	+3
Helm of Wisdom	2 Leader	+2
Mask of Influence	2 Leader	+1
Dispel Talisman	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Bag of Dice	1 Battle	+2
Gem of Attack	1 Battle	+2
Knife of Simpson	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Mystic Airboat	3 Flying	

Item Name	Power	Bonus
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Potion of Haste	4 Movement	
Diarrhetic Potion	4 Movement	
Ring of Travel	4 Movement	
Magic Carpet	4 Movement	
Guiding Light	4 Movement	
Everful Purse	5 Gold	+2 gp
Spinning Wheel	5 Gold	+4 gp
Rare Playing Card	5 Gold	+6 gp
All The Moxes!	5 Gold	+6 gp
Horn of Plenty	5 Gold	+6 gp

DRAGON REALMS

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

DWARVEN MINES

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

ELEMENTAL CRUX

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1

Item Name	Power	Bonus
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

ELEMENTAL PROBLEM

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	

Item Name	Power	Bonus
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

ELKOR'S TOMB

Item Name	Power	Bonus
Elkor's Sword	1 Battle	+3
Priest Staff	2 Leader	+2
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

Appendix C: Items Lists by Scenario

ERYTHEA CAMPAIGN

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

ESESGEE ISLE

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1

Item Name	Power	Bonus
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

EUROPA

Item Name	Power	Bonus
New Explosive	1 Battle	+1
Motor Transport	4 Movement	
Amunition Cache	1 Battle	+1
Long Range Guns	1 Battle	+2
Use of Radio	2 Leader	+2
Enemy Disposition	1 Battle	+2
Assault Supplies	1 Battle	+3
Enemy's Codes	2 Leader	+1
Superior Maps	2 Leader	+1
Use of Vehicles	4 Movement	
Detailed Road Map	2 Leader	+1
Accurate Info	2 Leader	+2
Best Phone Lines	2 Leader	+2
Dispatch Rider	2 Leader	+3
Artillery Reserve	1 Battle	+1
Chemical Weapon	1 Battle	+1
Synchro MG	1 Battle	+2
Esprit D'Corps	1 Battle	+2
42CM Siege Gun	1 Battle	+3
Shield of Courage	1 Battle	+1
Morale Booster	1 Battle	+1
Friendly Partisan	1 Battle	+2
52CM Siege Gun	1 Battle	+2
Church's Backing	1 Battle	+3
New Monoplanes	3 Flying	

Item Name	Power	Bonus
Observer Corps	3 Flying	
Use of Air Supply	3 Flying	
Use of Air Transport	3 Flying	
Greater Mobility	3 Flying	
Motorised Transport	4 Movement	
Logistics Expert	4 Movement	
Rail Transport	4 Movement	
Cavalry Screen	4 Movement	
Road Network	4 Movement	
War Bonds	5 Gold	+2 gp
Appropriations	5 Gold	+2 gp
Military Budget	5 Gold	+4 gp
Royal Treasury	5 Gold	+4 gp
Spending Approval	5 Gold	+6 gp

FANTASY

Item Name	Power	Bonus
Fire Sword	1 Battle	+1
Sea Sword	1 Battle	+1
Earth Sword	1 Battle	+1
Air Sword	1 Battle	+1
Light Sword	1 Battle	+1
Dark Sword	1 Battle	+1
Magic Boomerang	1 Battle	+1
Throkks Mace	1 Battle	+1
Shadow Hammer	1 Battle	+2
Staff of Bozwell	1 Battle	+2
Foe Splitter Axe	1 Battle	+2
Sickle of Doom	1 Battle	+2
Wand of Magic	1 Battle	+3
DragonTongue	1 Battle	+3
Influential Crown	2 Leader	+1
Dominator Belt	2 Leader	+1
Sceptre of Might	2 Leader	+1
Helm of Command	2 Leader	+2
Wig of Wonder	2 Leader	+2
The Two Ring	2 Leader	+3
Teleport Device	3 Flying	
Magic Carpet	3 Flying	
Wind Wagon	3 Flying	
Cape of Flying	3 Flying	
Gloves of Flight	3 Flying	
Winged Armor	3 Flying	
Boots of Speed	4 Movement	
Magic Map	4 Movement	
Time Control Wand	4 Movement	
Thongs of Giddyup	4 Movement	
Mystical Steed	4 Movement	
Witch's Brew	4 Movement	
Coin of Luck	5 Gold	+2 gp
Silver Saucer	5 Gold	+2 gp
The Golden Statue	5 Gold	+2 gp
Pot–o–Gold	5 Gold	+4 gp
The Tax Enforcer	5 Gold	+4 gp
Everfull Purse	5 Gold	+6 gp
Aladdins Lamp	5 Gold	+6 gp

FLOODED HALLS

Item Name	Power	Bonus
Dwarven Sword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Darvos	1 Battle	+1
Dwarven Bow	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Barog	2 Leader	+1
Sceptre of Barog	2 Leader	+1
Orb of Barog	2 Leader	+1
Dwarven Banner	2 Leader	+1
Minotaur Horn	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Helm of Heroes	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Griffon's Wings	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

GLACIAL ISLANDS

Item Name	Power	Bonus
Battlesword	1 Battle	+1
Challengeblade	1 Battle	+1
Spear of Attack	1 Battle	+1
Battlebow	1 Battle	+2
Scarsword	1 Battle	+2
Maimblade	1 Battle	+2
Staff of Scaring	1 Battle	+3
Helm of Heroism	2 Leader	+1
Sceptre of Death	2 Leader	+1
Scry Orb	2 Leader	+1
Death Armour	2 Leader	+1

Item Name	Power	Bonus
Horn of Terror	2 Leader	+2
Mage Ring	2 Leader	+2
Staff of Ruling	2 Leader	+3
Book of Blood	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Helm of Sorcery	1 Battle	+1
Lock of Safety	1 Battle	+2
Bells of Bravery	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

HADESHA CAMPAIGN

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	

Item Name	Power	Bonus
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

HAND OF FATE

Item Name	Power	Bonus
Hand of Fate	2 Leader	+3
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Hand of Time	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

HOLY

Item Name	Power	Bonus
Loaves & Fishes	1 Battle	+1
Bhagavad Gita	1 Battle	+1
Dharma	1 Battle	+1
Sling of David	1 Battle	+2
Staff of Moses	1 Battle	+2
Shroud of Turin	1 Battle	+2
Holy Grail	1 Battle	+3
Bible	2 Leader	+1
Torah	2 Leader	+1
Karma Sutra	2 Leader	+1
Koran	2 Leader	+1
Dead Sea Scroll	2 Leader	+2
Ten Comandments	2 Leader	+3
Ark o–Covenant	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Guru Diet	3 Flying	
Asscention Pills	3 Flying	
Plague of Locusts	3 Flying	
Magic Carpet	3 Flying	
Wings of Fire	3 Flying	
Sandels of Speed	4 Movement	
Chalice of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Mahayana	4 Movement	
Bo Tree	5 Gold	+2 gp
Three Jewels	5 Gold	+2 gp
I.M.F.	5 Gold	+4 gp
Oil Wells	5 Gold	+4 gp
30 Silver Pieces	5 Gold	+6 gp

ILLURIA CAMPAIGN

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1

Item Name	Power	Bonus
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

INVASION

Item Name	Power	Bonus
Laser Sword	1 Battle	+1
Vibro Dagger	1 Battle	+1
Electric Knuckles	1 Battle	+1
Plasma Sword	1 Battle	+2
Atomic Axe	1 Battle	+2
Force Field Belt	1 Battle	+2
Bazookoid	1 Battle	+3
Battle Computer	2 Leader	+1
Conflict Computer	2 Leader	+1
Carnage Calc.	2 Leader	+1
Flash Helmet	2 Leader	+1
Disintegrator	2 Leader	+2
Plasma Cannon	2 Leader	+2
Radiation Ring	2 Leader	+3
War Manual	1 Battle	+1
Personal Blaster	1 Battle	+1
Grav Armour	3 Flying	
Sonic Lance	1 Battle	+2
Star Amulet	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Adamantine Armour	1 Battle	+2
Aronite Armour	1 Battle	+2
Neutron Armour	1 Battle	+3
Anti–Grav Unit	3 Flying	

Item Name	Power	Bonus
Rocket Sled	3 Flying	
Flying Belt	3 Flying	
Flight Ring	3 Flying	
Jet Boots	3 Flying	
Motor Boots	4 Movement	
Jump Jets	4 Movement	
Friction Skates	4 Movement	
Power Armour	4 Movement	
Flight Rod	4 Movement	
Pocket Cyclotron	5 Gold	+2 gp
Alchemy Unit	5 Gold	+2 gp
Credit Generator	5 Gold	+4 gp
Money Maker	5 Gold	+4 gp
Infini–Cred Card	5 Gold	+6 gp

ISLADIA CAMPAIGN

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

ISLE OF SORCERY

Item Name	**Power**	**Bonus**
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp

ISLE OF THE WHEEL

Item Name	**Power**	**Bonus**
Wheel of Might	2 Leader	+3
Flywheel	3 Flying	
Golden Wheel	5 Gold	+6 gp
Silver Wheel	5 Gold	+4 gp
Battlewheel	1 Battle	+3
Wheel Banner	2 Leader	+3
Wheel of Time	2 Leader	+3
Wheel of Fate	2 Leader	+3
Sword of Yar	1 Battle	+1
Glimmer–Mace	1 Battle	+2
Skullsword	1 Battle	+3
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1

Item Name	Power	Bonus
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Wheel Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

JUNGLE VALLEY

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	

Item Name	Power	Bonus
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

KNIGHT'S ISLE

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Blacksword	1 Battle	+1
Glowing Lance	1 Battle	+2
Black Lance	1 Battle	+2
Lance of Janik	1 Battle	+2
Vorpal Sword	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Winged Boots	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

LANDLORD

Item Name	Power	Bonus
M–16	1 Battle	+1
AK–47	1 Battle	+1
Assault Rifle	1 Battle	+1
Rocket Launcher	1 Battle	+2

Item Name	Power	Bonus
Chain Gun	1 Battle	+2
Gatling Gun	1 Battle	+2
Laser Rifle	1 Battle	+3
Plan of Action	2 Leader	+1
War Plan	2 Leader	+1
Strategic Option	2 Leader	+1
Command Option	2 Leader	+1
General Orders	2 Leader	+2
Specific Orders	2 Leader	+2
Overall Command	2 Leader	+3
Army Knife	1 Battle	+1
Night Sight	1 Battle	+1
Grenade Launcher	1 Battle	+2
Machine Gun	1 Battle	+2
Phaser Weapon	1 Battle	+3
Stealth Gun	1 Battle	+1
Sniper Rifle	1 Battle	+1
Musket	1 Battle	+2
Shonky Lawsuit	1 Battle	+2
Flame Thrower	1 Battle	+3
Frequent Flyer	3 Flying	
Pilot's Licence	3 Flying	
Gold Travel Pass	3 Flying	
Airforce Contract	3 Flying	
Airport Pass	3 Flying	
Amphetamine	4 Movement	
Benzedrine	4 Movement	
High Octane Mix	4 Movement	
Go Cola	4 Movement	
Caffeine	4 Movement	

Item Name	Power	Bonus
Senator's Pocket	5 Gold	+2 gp
Cost Plus Contract	5 Gold	+2 gp
Military Contract	5 Gold	+4 gp
Share Option Plan	5 Gold	+4 gp
Great Photographs	5 Gold	+6 gp

MINOTAUR MAZE

Item Name	Power	Bonus
Question Blade	1 Battle	+1
Answer Blade	1 Battle	+1
Riddle Blade	1 Battle	+1
Bow of Answers	1 Battle	+2
Blade of Answers	1 Battle	+2
Puzzlesword	1 Battle	+2
Staff of Decision	1 Battle	+3
Helm of Answers	2 Leader	+1
Helm of Guidance	2 Leader	+1
Stone of Reason	2 Leader	+1
Banner of Reason	2 Leader	+1
Horn of Heros	2 Leader	+2
Ring of Decision	2 Leader	+2
Staff of Riddling	2 Leader	+3
Book of Answers	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1

Item Name	Power	Bonus
Minotaur Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of Reason	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Riddles Pouch	5 Gold	+2 gp
Quip's Purse	5 Gold	+4 gp
Purse of Answers	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

MYTHTEC

Item Name	Power	Bonus
Quartz Sword	1 Battle	+1
Jade Sword	1 Battle	+1
Ahuitzol's Spear	1 Battle	+1
Tarascan Bow	1 Battle	+2
Jaguar Claws	1 Battle	+2
Eagle Claws	1 Battle	+2
Staff of Eagle	1 Battle	+3
Mask of Xipe	2 Leader	+1
Queztal Feather	2 Leader	+1
Mask of Death	2 Leader	+1
Mosaic Heart	2 Leader	+1
Horn of Ages	2 Leader	+2
Obsidian Skull	2 Leader	+2
Obsidian Staff	2 Leader	+3
Codex of War	1 Battle	+1
Sword of Death	1 Battle	+1
Jaguar Head–Dress	1 Battle	+2
Eagle Head–Dress	1 Battle	+2
Conqueror's Helm	1 Battle	+3
Feathered Shield	1 Battle	+1
Feathered Cloak	1 Battle	+1
Flint Dagger	1 Battle	+2
Sacrificial Knife	1 Battle	+2
Obsidian Cloak	1 Battle	+3
Hawk's Necklace	3 Flying	
Ehecatl's Wings	3 Flying	
Staff of Flight	3 Flying	
Blanket of Flight	3 Flying	
Wings of the Eagle	3 Flying	
Jaguar Sandals	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Rabbit's Foot	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Spanish Pouch	5 Gold	+2 gp

Item Name	Power	Bonus
Endless Tribute	5 Gold	+4 gp
Golden Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

NIPPON BABYLON

Item Name	Power	Bonus
Star Knives	1 Battle	+1
P Pendant	1 Battle	+1
Oxygum	1 Battle	+1
Levi Stones	1 Battle	+2
Monogatari	1 Battle	+1
Wave–motion Gun	1 Battle	+1
Cup Noodles	1 Battle	+3
Phantoma Bones	2 Leader	+1
Nose of Elephun	2 Leader	+1
Golden Bat	2 Leader	+1
Amazing Three	2 Leader	+1
Daruma	2 Leader	+2
Manekineko	2 Leader	+2
Okonomi–yaki	2 Leader	+3
Furoshiki	1 Battle	+1
Sword of Samurai	1 Battle	+1
Ramen of Steel	1 Battle	+2
Magic Chop Sticks	1 Battle	+2
Pocari Sweat	1 Battle	+3
Calpis Soda	1 Battle	+1
Magic Manga	1 Battle	+1
Giant Robo–suit	1 Battle	+2
Ace of Space	1 Battle	+2
Samurai Armour	1 Battle	+3
Honneamise Wings	3 Flying	
Kiki's Broom	3 Flying	
Airship Goliath	3 Flying	
Meve	3 Flying	
Flying Phoenix	3 Flying	
Racers of Speed	4 Movement	
Cat Bus	4 Movement	
JAL Flight Pass	4 Movement	
Mach 5	4 Movement	
Japan Rail Pass	4 Movement	
Everful Tokkuri	5 Gold	+2 gp
Sony Shares	5 Gold	+2 gp
Tokyo Apartments	5 Gold	+4 gp
YMO cds	5 Gold	+4 gp
Home–grown Rice	5 Gold	+6 gp

NORSE MYTHOLOGY

Item Name	Power	Bonus
Shape–Changer	1 Battle	+1
Iron Gauntlets	1 Battle	+1
Vali's Bow	1 Battle	+1
Hrungnir's Shield	1 Battle	+1
Sorli's Mail	1 Battle	+1
Ran's Net	1 Battle	+1
Frey's Sword	1 Battle	+1
Gjallar Horn	2 Leader	+1

Item Name	Power	Bonus
Control Winds	2 Leader	+1
Raise Water	2 Leader	+1
Jewel of Flames	2 Leader	+1
Army–fetter Spell	2 Leader	+2
Apples of Youth	2 Leader	+2
Mimir's Head	2 Leader	+3
Surtur's Shield	1 Battle	+1
Brynhild's Armour	1 Battle	+1
Flaming Sword	1 Battle	+2
Stop Arrows	1 Battle	+2
Blunt Enemy Wpn	1 Battle	+2
Belt of Strength	1 Battle	+2
Lightning Bolt	1 Battle	+2
Gleipnir's Fetter	1 Battle	+3
Spear Gungnir	1 Battle	+3
Hammer Mjollnir	1 Battle	+3
Staff of Flying	3 Flying	
Horse Sleipnir	3 Flying	
Eagle Plumage	3 Flying	
Falcon Cloak	3 Flying	
Winged Shoes	3 Flying	
Iarnkoss's Shoes	4 Movement	
Wagon Oku–Thor	4 Movement	
Ship Hringhorni	4 Movement	
Freya's Chariot	4 Movement	
Rivers Fall Away	4 Movement	
Cup of Grimshild	5 Gold	+2 gp
Geirrod's Chest	5 Gold	+2 gp
Ring Draupnir	5 Gold	+4 gp
Anvari's Treasure	5 Gold	+4 gp
Nibelungen Hoard	5 Gold	+6 gp

PIRATES

Item Name	Power	Bonus
Fire Cutlass	1 Battle	+1
Ice Cutlass	1 Battle	+1
Assassin's Dagger	1 Battle	+1
The Blunderbus	1 Battle	+2
Ballista of Nor	1 Battle	+2
Cannon of Neptune	1 Battle	+2
Hook's Hook	1 Battle	+3
Crown of Lorelei	2 Leader	+1
Bracer of Power	2 Leader	+1
Manual of War	2 Leader	+1
Old Glory	2 Leader	+2
The Familiar	2 Leader	+2
Magic Lamp	2 Leader	+2
Patch of Seeing	2 Leader	+3
King's Lance	1 Battle	+1
Sword Damascus	1 Battle	+1
Cane of Cain	1 Battle	+2
Tome of Ragnarok	1 Battle	+2
Armageddon	1 Battle	+3
Badge of Courage	2 Leader	+1
Knight's Helm	2 Leader	+1
Veil of Darkness	2 Leader	+2

Appendix C: Items Lists by Scenario

Item Name	Power	Bonus
Halo of Light	2 Leader	+2
Armour of Gods	2 Leader	+3
Dirigible	3 Flying	
Flying Dutchman	3 Flying	
Staff of Soaring	3 Flying	
Magic Carpet	3 Flying	
Parrot Wings	3 Flying	
Boots of Nimble	4 Movement	
Cloak of Celerity	4 Movement	
Jewel of Travel	4 Movement	
Spectre's Steed	4 Movement	
Peg of Haste	4 Movement	
Golden Fleece	5 Gold	+2 gp
Midas' Touch	5 Gold	+2 gp
Philosopher Stone	5 Gold	+4 gp
El Dorado's Gold	5 Gold	+4 gp
Dragon's Horde	5 Gold	+6 gp

RAINWAR

Item Name	Power	Bonus
Star of Merit	1 Battle	+1
Local Press Favor	1 Battle	+1
Arab Bank Loan	5 Gold	+4 gp
CIA Support	1 Battle	+2
C.N.N. Coverage	1 Battle	+3
Church Backing	1 Battle	+3
Hand–picked Staff	1 Battle	+1
Cross of Courage	1 Battle	+2
Regional Support	1 Battle	+2
Land Rover 4WD	4 Movement	
Air Cav Helo Unit	3 Flying	
CIA Funding	5 Gold	+6 gp
Crypto Radio Net	2 Leader	+3
C–47 Airlift	3 Flying	
Confiscated Funds	5 Gold	+2 gp
Secure Voice Net	2 Leader	+2
Enemy Disposition	1 Battle	+2
Nat'l Press Favor	1 Battle	+2
TU–24 Airlift	3 Flying	
Captured Trucks	4 Movement	
Enemy's Codes	2 Leader	+1
Confiscated Fuel	4 Movement	
National Support	1 Battle	+3
Local Support	1 Battle	+1
Satellite Uplink	2 Leader	+1
Party Seniority	1 Battle	+2
Medal of Valor	1 Battle	+1
TU–14 Airlift	3 Flying	
Intercepted Intel	1 Battle	+1
Tactical Radionet	2 Leader	+2
Leopard Tank	4 Movement	
World Bank Loan	5 Gold	+4 gp
Mk7 Carriers	4 Movement	
C–130 Airlift	3 Flying	
Captured Gold	5 Gold	+2 gp
BMP Carrier	4 Movement	

Item Name	Power	Bonus
Rail Transport	4 Movement	
CIA Advisors	2 Leader	+2
Satellite Reports	2 Leader	+1

RAVEN CASTLE

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Ravenstone	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

ROMAN

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Triton's Spear	1 Battle	+1
Bow of Apollo	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2

Item Name	Power	Bonus
Staff of Might	1 Battle	+3
Crown of Delos	2 Leader	+1
Sceptre of Minos	2 Leader	+1
Orb of Delphi	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Zeus	2 Leader	+2
Staff of Ruling	2 Leader	+3
Diana's Bow	1 Battle	+1
Forked Lightning	1 Battle	+1
Helm of Mars	1 Battle	+2
Gem of Attack	1 Battle	+2
Trojan Horse	1 Battle	+3
Shielf of Ajax	1 Battle	+1
Hector's Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Mercury	3 Flying	
Sibyl's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Pegasus	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Midas Purse	5 Gold	+4 gp
Cornucopia	5 Gold	+6 gp

RULE BRITANNIA

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1

Item Name	Power	Bonus
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

RUSSIA

Item Name	Power	Bonus
Order of Kutusov	1 Battle	+1
Balalaika	2 Leader	+1
Amunition Cache	1 Battle	+1
Military Soviet	1 Battle	+2
Red Banner	2 Leader	+2
Book of Poetry	1 Battle	+2
Patriotic Fervor	1 Battle	+3
Foreign Recognitn	2 Leader	+1
Superior Maps	2 Leader	+1
Strelnkov's Train	4 Movement	
Peasants' Support	2 Leader	+1
Sacred Icon	2 Leader	+2
Tsar's Blessing	2 Leader	+2
Comnst Manifesto	2 Leader	+3
Munitions Factory	1 Battle	+1
Chemical Weapon	1 Battle	+1
Secret Weapons	1 Battle	+2
Esprit D'Corps	1 Battle	+2
Assured Supplies	1 Battle	+3
Order of Lenin	1 Battle	+1
Morale Booster	1 Battle	+1
Friendly Partisan	1 Battle	+2
Foreign Aid	1 Battle	+2
Church's Backing	1 Battle	+3
Own Airplane	3 Flying	
Personal Balloon	3 Flying	
Tsar's Gold	5 Gold	+6 gp
Historic Treasure	5 Gold	+4 gp
Requisition Form	5 Gold	+2 gp
Truck Drivers	4 Movement	
Logistics Expert	4 Movement	
Rail transport	4 Movement	
Cavalry Screen	4 Movement	
Road Network	4 Movement	
War Bonds	5 Gold	+2 gp
Ration Cards	5 Gold	+2 gp

Item Name	Power	Bonus
Military Budget	5 Gold	+4 gp
Tsar's Seal	5 Gold	+4 gp
Confscat'n Decree	5 Gold	+6 gp

SELENTIA

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

SEVERUS

Item Name	Power	Bonus
Boudica's Spear	1 Battle	+1
Horatio's Gladius	1 Battle	+1
Bow of Mabon	1 Battle	+1
Achilles' Armor	1 Battle	+2
Nuada's SilverArm	1 Battle	+2
Fury of Cuchulainn	1 Battle	+2
Hercules' Club	1 Battle	+3
Sword of Mars	1 Battle	+3

Item Name	Power	Bonus
Paulinus' Eagles	2 Leader	+1
Boudica's Banner	2 Leader	+1
Claudius' Eagles	2 Leader	+1
Lugh's Ravens	2 Leader	+2
Conchobar's Crown	2 Leader	+2
Hero of Mithras	2 Leader	+2
Caesar's Star	2 Leader	+3
Staff of Augustus	2 Leader	+3
Sigurd's Sword	1 Battle	+1
Helm of Awe	1 Battle	+2
Thor's Hammer	1 Battle	+2
Wotan's Spear	1 Battle	+3
Agricola's Eagles	2 Leader	+1
Maponus' Horn	2 Leader	+2
Cernunnos Antlers	2 Leader	+2
Caesar's Eagles	2 Leader	+3
Birds of Rhiannon	3 Flying	
SkyGod's Horseman	3 Flying	
Pegasus	3 Flying	
Apollo's Chariot	3 Flying	
Icarus' Wings	3 Flying	
Stride of Bran	4 Movement	
Epona's Mare	4 Movement	
Hermes' Sandals	4 Movement	
Cernunnos' Stag	4 Movement	
Manannan's Shoes	4 Movement	
Freyja's Blessing	5 Gold	+2 gp
Brigit's Larder	5 Gold	+2 gp
Head of Bran	5 Gold	+4 gp
Pwll's Pigs	5 Gold	+4 gp
Daghda's Cauldron	5 Gold	+6 gp

SPECTRAMIA

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2

Item Name	Power	Bonus
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

SPIDER QUEEN

Item Name	Power	Bonus
Spidersword	1 Battle	+3
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Trogs	2 Leader	+2
Ring of Power	2 Leader	+2
Spider Staff	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp

Item Name	Power	Bonus
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

SPINDLE ISLE

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

STAR

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2

Item Name	Power	Bonus
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

THE FALL OF ROME

Item Name	Power	Bonus
Bronze Armor	1 Battle	+1
Maille	1 Battle	+1
Flute of Pan	2 Leader	+1
Bow of Diana	1 Battle	+2
Sheild of Mars	1 Battle	+2
Sword of Ares	1 Battle	+2
Head of Medusa	1 Battle	+3
Athena's Crown	2 Leader	+1
Nectar of Gods	2 Leader	+1
Laurel Wreath	2 Leader	+1
Achilles Sheild	1 Battle	+1
Helen of Troy	2 Leader	+2
Prometheus' Torch	2 Leader	+2
Excalibur	2 Leader	+3
Thor's Hammer	1 Battle	+3
Hydra's Blood	1 Battle	+1
Homer's Lyre	2 Leader	+2
Magic Mushrooms	1 Battle	+2
Holy Grail	2 Leader	+2
Minotaur's Axe	1 Battle	+1

Item Name	Power	Bonus
Spear of Hades	1 Battle	+2
Mercury's Javelin	1 Battle	+2
Fake Holy Relic	2 Leader	+1
Maul of Titans	1 Battle	+3
Wings of Icarus	3 Flying	
Mercury's Wings	3 Flying	
Apollo's Chariot	3 Flying	
Magic Carpet	3 Flying	
Wings of Hermes	3 Flying	
Charon's Oar	4 Movement	
Helm of Hermes	4 Movement	
Boots of Olympus	4 Movement	
Chariot of Fire	4 Movement	
Boots of Hermes	4 Movement	
Gold of Atlantis	5 Gold	+2 gp
The Midas Touch	5 Gold	+6 gp
Pandora's Box	5 Gold	+4 gp
Chest of Gold	5 Gold	+2 gp
Throne of Titans	5 Gold	+4 gp

THE VALE

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp

Item Name	Power	Bonus
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

THE WELL

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

TRANSYLVANIA

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1

Item Name	Power	Bonus
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

TRUCKS

Item Name	Power	Bonus
New Suit	1 Battle	+1
High Octane Fuel	4 Movement	
ATM Machine	5 Gold	+2 gp
Laptop Computer	1 Battle	+1
Lear Jet	3 Flying	
Friendly Official	1 Battle	+1
Magic Bullhorn	2 Leader	+3
New Sales Pitch	1 Battle	+1
TV Station	2 Leader	+2
Infomercial	2 Leader	+1
Corrupt Mayor	1 Battle	+2
New Car	1 Battle	+1
Decision Maker	1 Battle	+2
New Office	1 Battle	+1
Kickback Scheme	5 Gold	+2 gp
Insider Info	5 Gold	+2 gp
Cellular Phone	2 Leader	+2
Freq Flyer Milage	3 Flying	
Chauffer	1 Battle	+1
Magic Day Timer	2 Leader	+1
Good Connections	1 Battle	+2
New Tires	4 Movement	

Item Name	Power	Bonus
Great Architect	1 Battle	+2
Election Fixer	1 Battle	+1
Air Taxi Service	3 Flying	
Great Mechanic	4 Movement	
The Enforcer	1 Battle	+2
Low Loan Rate	1 Battle	+3
Good Financing	5 Gold	+4 gp
Investors	5 Gold	+6 gp
Diesel Fuel	4 Movement	
Good Phone System	2 Leader	+2
Expensive Cigar	1 Battle	+1
Credit Card	5 Gold	+4 gp
Good Intuition	1 Battle	+2
Fine Print	1 Battle	+1
Well Trained Dog	1 Battle	+1
Pocket Pager	2 Leader	+2
Good Staff	1 Battle	+3

TWIN TOWERS

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp

Item Name	Power	Bonus
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

WAR OF POWERS

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Deathshryke	1 Battle	+3
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+3
Staff of Might	1 Battle	+2
Key of Fire	2 Leader	+3
Key of Water	2 Leader	+3
Key of Earth	2 Leader	+3
Key of Air	2 Leader	+3
Horn of Ages	2 Leader	+2
Ring of Powers	2 Leader	+1
Staff of Chaos	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Chaos	1 Battle	+3
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Garunthian Helm	1 Battle	+2
Ring of Safety	1 Battle	+1
Runes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Flying Potion	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Ethereal Wings	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Ancient's Coffers	5 Gold	+6 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+2 gp
Horn of Plenty	5 Gold	+4 gp

WARTHOGS II

Item Name	Power	Bonus
Halitosis	1 Battle	+1
Dripping Snout	1 Battle	+1
Bad Breath	1 Battle	+1
Yellow Teeth	1 Battle	+2
Scabies	1 Battle	+2
Flatulence	1 Battle	+2
False Tusks	1 Battle	+3
Good Root	2 Leader	+1

Item Name	Power	Bonus
Hog Sweater	2 Leader	+1
Apple of Destiny	2 Leader	+1
Big Carrot	2 Leader	+1
Sacred Cabbage	2 Leader	+2
Big Cauliflower	2 Leader	+2
Tasty Orange	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Farmer's Cleaver	1 Battle	+3
Marketday Fear	3 Flying	
Fear Wings	3 Flying	
Wings of Fear	3 Flying	
Old Car Springs	3 Flying	
Old Car Springs	3 Flying	
Obvious Fate	4 Movement	
Obvious Fate	4 Movement	
Shoat Socks	4 Movement	
Pig Trotters	4 Movement	
Skateboard	4 Movement	
Discarded Purse	5 Gold	+2 gp
Lost Wallet	5 Gold	+2 gp
Silver Dollar	5 Gold	+4 gp
Bus Fare	5 Gold	+4 gp
Gold Strike	5 Gold	+6 gp

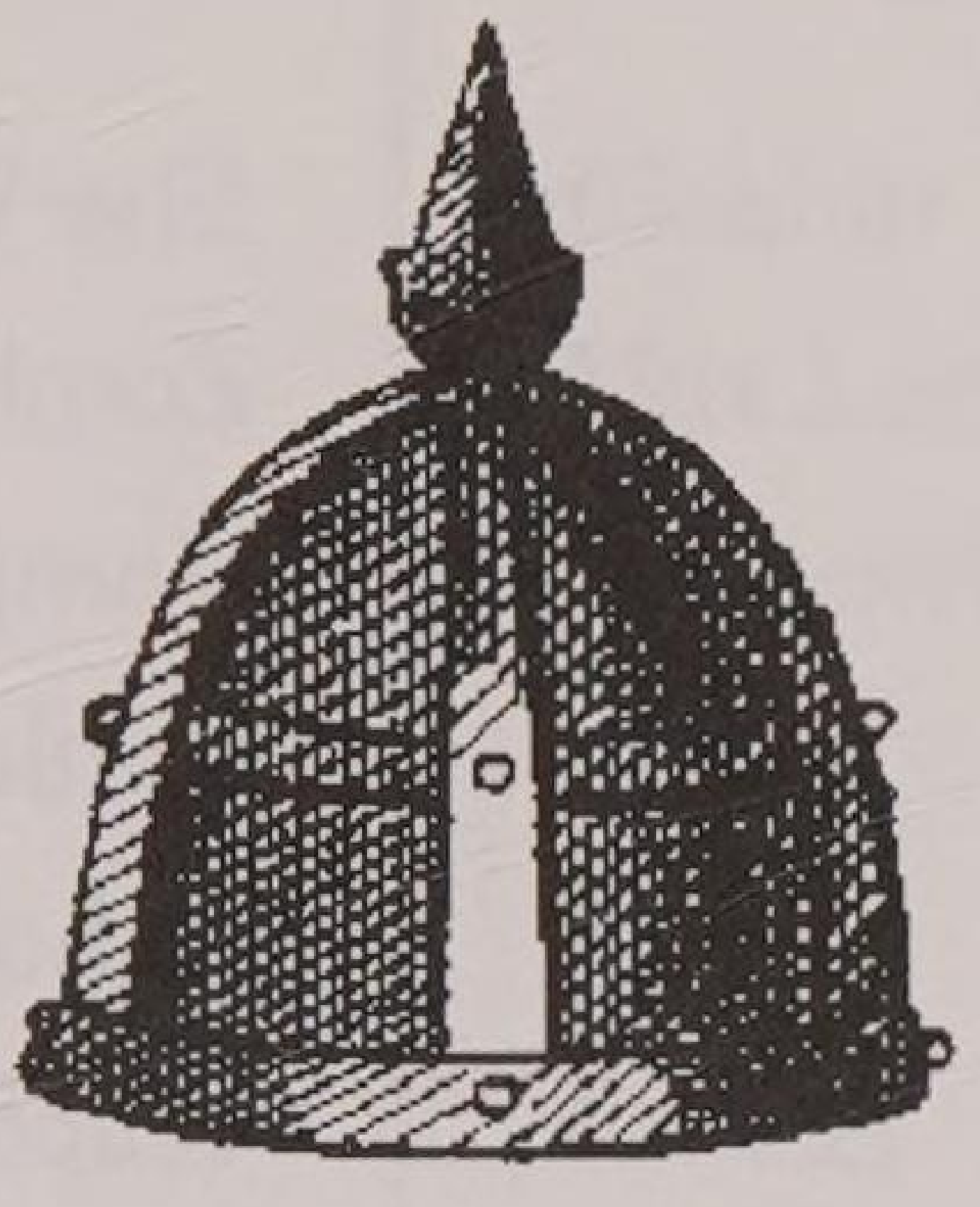
WATERLOO

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Peril	2 Leader	+1
Orb of Peril	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Troll Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3

Item Name	Power	Bonus
Wings of Flying	3 Flying	
Witch's Broom	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp

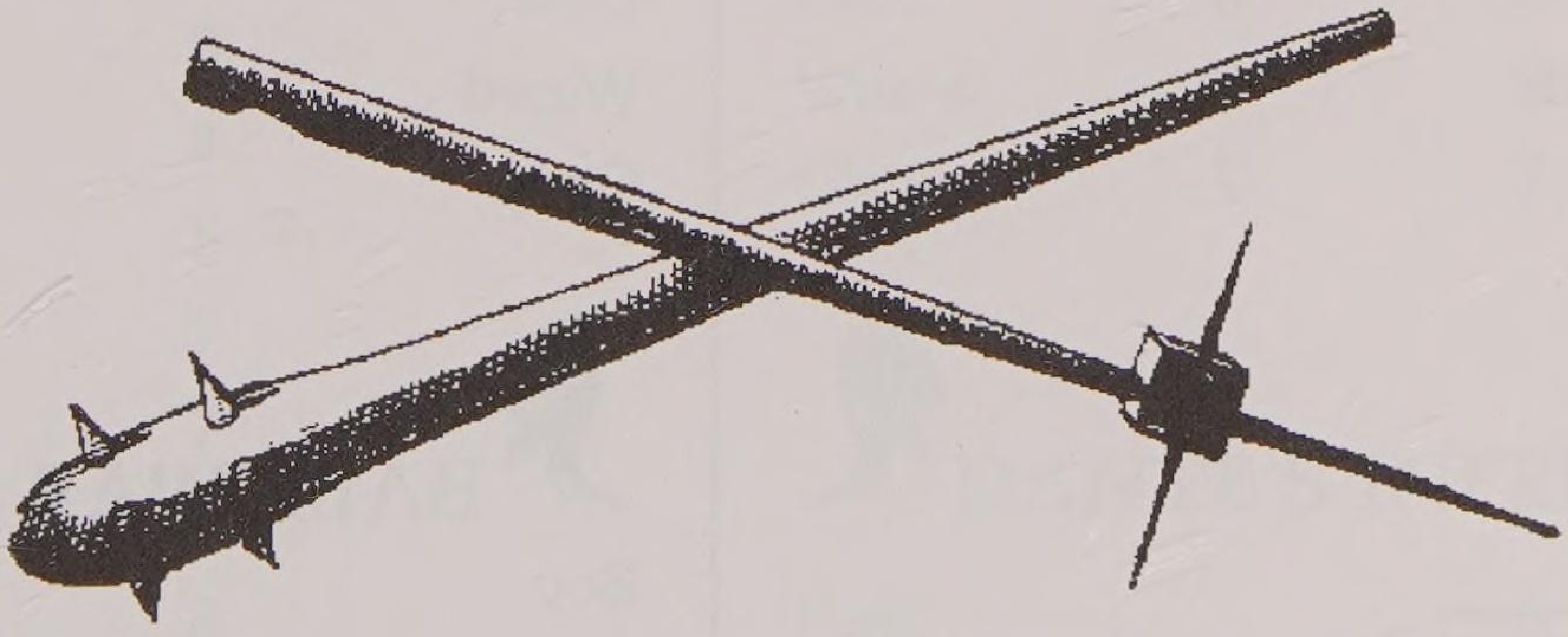
ZULU

Item Name	Power	Bonus
Firesword	1 Battle	+1
Icesword	1 Battle	+1
Spear of Ank	1 Battle	+1
Bow of Eldros	1 Battle	+2
Lightsword	1 Battle	+2
Darksword	1 Battle	+2
Staff of Might	1 Battle	+3
Crown of Loriel	2 Leader	+1
Sceptre of Loriel	2 Leader	+1
Orb of Loriel	2 Leader	+1
Crimson Banner	2 Leader	+1
Horn of Ages	2 Leader	+2
Ring of Power	2 Leader	+2
Staff of Ruling	2 Leader	+3
Tome of War	1 Battle	+1
Sword of Death	1 Battle	+1
Berserker Helm	1 Battle	+2
Gem of Attack	1 Battle	+2
Horn of Siege	1 Battle	+3
Shield of Courage	1 Battle	+1
Saladin's Helm	1 Battle	+1
Lock of Safety	1 Battle	+2
Chimes of Safety	1 Battle	+2
Armour of Gods	1 Battle	+3
Wings of Flying	3 Flying	
Unicorn	3 Flying	
Wand of Flight	3 Flying	
Magic Carpet	3 Flying	
Wings of the Eagle	3 Flying	
Boots of Speed	4 Movement	
Cup of Haste	4 Movement	
Ring of Travel	4 Movement	
Phantom Steed	4 Movement	
Staff of Movement	4 Movement	
Everful Purse	5 Gold	+2 gp
Eldros's Pouch	5 Gold	+2 gp
Okradon's Pouch	5 Gold	+4 gp
Silver Purse	5 Gold	+4 gp
Horn of Plenty	5 Gold	+6 gp



Appendix D

Guardian Monsters by Scenario



200BC

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

ALTAIR

Guard Drone	5
Street Samurai	7
Electic Fence	4
Guard Sheep	2
Ex-Lover	8
Warbot	8
Vampire	8
Spec. Op Squad	8
Mo-Mo	7

AMERICA

She-Wolf	5
Zombie	7
Vampire	4
Rattlesnake	3
Yahoo	8
Witch of Salem	8
Whippoorwill	8
Medicine Man	8
Phantom	7

ARTHURIAN BRITAIN

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

BABE WAR

Boy	3
Man	4
Warrior	5

Note: The number following each entry is the strength of that monster in the given scenario.

Wizard	6
Swordsman	6
Demon	7
Devil	7
Dreamweaver	8
Dragon	9

CALADOR

Demon	7
Rogue Dragon	5
Oriflamme	4
Lampron	6
Syak Assassin	7
Zombie Horde	7
Vengeful Ghost	8
Mad Rasthesian	6
Sorceror	7

CHESCIV

Hunter	3
Woodsman	4
Mercenary	5
Pale Rider	7
Vicious Wolf	7
Abolitionist	8
War Hero	8
Ghostly Rider	8
Lost Soul	8

CHESSBOARD

Alekhin	5
Max Lange	7
Nimzowitsch	4
Petrov	3
Karpov	8
Fischer	8
Kasparov	8
Ruy Lopez	8
Terry Shaw	7

CIVIL WAR

Troll	7
Giant	7
Wolf	5
Goblin	4
Dragon	9
Demon	8
Devil	8
Wizard	8
Ghost	7

DANTE'S INFERNO

Fury	6
Gorgon	4
Plutus	8

Medusu	7
Cerberus	7
Minotaur	5
Centaur	2
Cacus	3
She-Wolf	4

DARK CONTINENT

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

DIPTHAR

Mad Troll	5
Irked Giant	7
Rabid Wolf	4
Ticked Off Orc	4
Ticklemonster	8
Annoyed Goblin	3
A Hermit Crab	7
Nutso Wizard	8
Little Lich	9

DRAGON REALMS

Red Dragon	8
Blue Dragon	7
Green Dragon	6
Gold Dragon	8
Silver Dragon	7
Black Dragon	6
Wyvern	5
Hydra	5
Sorceror	4

DWARVEN MINES

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

ELEMENTAL CRUX

Shade	5
Imp	7
Quasit	4

Mephit	6
Lightling	3
Quickling	5
Naga	8
Elementalist	8
Dragon	9

ELEMENTAL PROBLEMS

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

ELKOR'S TOMB

Skeleton	3
Zombie	4
Wight	4
Wraith	5
Spectre	7
Mummy	6
Ghost	5
Spirit	5
Deathlord	9

ERYTHEA CAMPAIGN

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

ESESGEE ISLE

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

EUROPA

Defector	5
Arms Dealer	7
Double Agent	4

Corrupt MP	3
Magnate	8
Banker	8
Assassin	8
Turncoat	8
Provacateur	8

FANTASY

Ant Army	2
Flying Turtle	3
Mummy	4
Manticore	5
Witch	6
Warlock	6
Basilisk	7
12 Head Hydra	8
Demi-God	9

FLOODED HALLS

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

GLACIAL ISLANDS

Assassin	7
Anti-Paladin	8
Ranger	6
Illusionist	5
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

HADESHA CAMPAIGN

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

HAND OF FATE

Troll	5
Giant	7
Wolf	4

Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

HOLY

Rasputin	4
Bar Mitzvah	4
Confucian	5
Fundamentalist	5
Crusade	5
Crucifiction	6
Jihad	6
Inquisition	6
Salman Rushdie	9

ILLURIA CAMPAIGN

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	9
Demon	8
Devil	8
Wizard	8
Ghost	7

INVASION

Mutant	5
Tentacle Plant	7
Wild Dog	4
Spider Bat	3
Spacedragon	8
Neck-Biter	8
Slime Devil	8
Crawler	8
Lurgi	9

ISLADIA CAMPAIGN

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

ISLE OF SORCERY

Troll	5
Giant	7
Wolf	4

Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

ISLE OF THE WHEEL

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

JUNGLE VALLEY

Wolf	4
Giant Eagle	6
Snake	3
Barbarian	5
Dragon	9
Demon	8
Devil	8
Wizard	6
Ghost	7

KNIGHT'S ISLE

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

LANDLORDS

Thief	5
Robber	5
Murderer	8
Mugger	3
Gangster	7
Rioter	5
Thug	3
Smuggler	4
Hoodlum	6

MINOTAUR MAZE

Minotaur	7
Giant	7
Giantaur	8

Sphinx	8
Dragon	8
Demon	7
Devil	8
Wizard	6
Ghost	7

MYTHTEC

Black Jaguar	5
Conquistador	7
Jaguar	4
Vulture	3
2Hd Serpent	8
Giant Scorpion	8
Plumed Serpent	8
Sorcerer	7
Great Eagle	6

NIPPON BABYLON

'Zillas	5
Omu	7
Ghidra	4
Gamera	3
Mothra	8
Smog Monster	8
Biolanthe	8
Megalon	8
Gigantis	7

NORSE MYTHOLOGY

Kobold	3
Water Sprite	4
Wood Sprite	4
River Nixie	5
Water Demon	6
Fire Demon	6
Giant Wolf	7
Giant Serpent	8
Dragon	9

PIRATES

Elemental	5
Shadow	6
Ghost	8
Hermit	4
Dragon	8
Vampire	6
Devil	7
Wizard	8
Pirate	9

RAIN WAR

UN Observers	5
UN Infantry	7
Politicians	4

Protestors	3
Munitions NCO's	6
Traitor in HQ's	7
Double Agent	8
UN Tanks	8
UN Commandos	8

RAVEN CASTLE

Troll	5
Giant	7
Wold	4
Goblin	3
Kobold	4
Demon	8
Devil	8
Gnome	3
Ghost	7

ROMAN

Hydra	5
Fury	7
Python	4
Chimera	3
Nemesis	8
Cyclops	8
Centaur	8
Harpy	8
Titan	7

RULE BRITANNIA

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

RUSSIA

Cheka Agent	5
Siberian Tiger	7
Bear	4
Wolf	3
Purge	8
Starving Mob	6
Assassin	8
Winter Storm	6
People's Court	8

SELENTIA

Troll	5
Giant	7
Wolf	4

Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

SEVERUS

Evil Druid	6
Giant	7
Twrch Trwyth	6
Draug	4
Fir Bholg	5
Morrigan	8
The Wild Hunt	8
Lord of Annwn	9
Seith-Witch	5

SPECTREMIA

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

SPIDER QUEEN

Troll	5
Giant Spider	8
Tarantula	9
Giant Frog	3
Snake	5
Demon	8
Devil	8
Spider	6
Ghost	7

SPINDLE ISLE

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

STAR

Meteor Shower	5
Asteroid	7
Solar Flare	4

Galactic Dust	3
Black Hole	8
Worm Hole	8
Heavenly Body	8
Shooting Star	8
Comet	7

THE FALL OF ROME

God	9
Medusa	8
Hydra	7
Barbarian	2
Plague	3
Cyclops	6
Siren	5
Minotaur	5
Chimera	4

THE VALE

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Sea Hag	9
Devil	8
Wizard	8
Ghost	7

THE WELL

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

TRANSYLVANIA

Troll	5
Giant	7
Wolf	4
Goblin	3
Dragon	8
Demon	8
Devil	8
Wizard	8
Ghost	7

TRUCKS

Medfly	2
Citizens Group	6
Prosecutor	5

Gnat Catcher	3
Irate Taxpayer	4
EPA Regulator	5
Buired Waste!	7
Media Horde!	7
Big Explosion!	6

TWIN TOWERS

Ice Troll	5
Fire Troll	5
Ice Demon	9
Fire Demon	9
Ice Spirit	7
Fire Spirit	7
Ice Devil	8
Fire Devil	8
Ghost	6

WAR OF POWERS

Demon Lord	9
Guardian	7
Blood Wyrm	5
Gorgon	6
Dragon	8
Demon	8
Lich King	8
Dark Mage	7
Wraith	7

WARTHOGS II

Congestion	3
Aphid	3
Itches	3
Sunburn	4
Prickly Heat	5
Foot and Mouth	6
Black Plague	7
Farmer Brown	8
Market Day	9

WATERLOO

Spy	5
Hag	3
Leper	4
Collaborator	7
Disease	8
Traitor	7
Plague	8
Curse	8
Assassin	9

ZULU

Leopard	5
Giant	7
Wolf	4
Lion	3
Rhinoceros	8
Demon	8
Devil	8
Wizard	8
Sphynx	7

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